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Games Master

BETTER THAN PS2?

XBOX

It's here and gunning for PS2! Halo, the console and all the launch games rated!

REVEALED!

TOP 50 GAMES OF 2001

Gotta play 'em all!

LOOOOK!

146

Games inside!

GAMECUBE

ROGUE LEADER

The Star Wars stunna reviewed!

- Smash Bros. Melee rated!

PLAYSTATION 2

METAL GEAR SOLID 2

The best review of the biggest game ever!

- Jak and Daxter rated!
- Massive Tony Hawk's 3 guide!
- First ever Tekken 4 PS2 shots!
- 37 PS2 games in this issue!

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GAME BOY > XBOX > PLAYSTATION2 > GAMECUBE > PC > PSone > N64 > DREAMCAST

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GamesMaster

XBOX XPOSED!

It's barely scuffed the shelves in US game stores, but already GM's got an Xbox. Check out our reviews of the machine and launch games, including this month's cover star, the incredible *Halo* (p72). The arrival of a new console in the first GM of 2002 should give you a clue to just how large a year it's going to be for gaming. Let us take you through the 50 hottest games of the new year, including *Rogue Leader* (p80) and something called *Metal Gear Solid 2* (p68). The console war we keep banging on about is really starting to kick off, and the best place to see it all happen? Duh! That'll be GamesMaster, of course!

THE NEW GAMING YEAR STARTS OVER THE PAGE! FLIP OVER AND DIVE IN!

GAMESMASTER'S WISH LIST FOR 2002

50 reasons why 2002 will be the most exciting year for games ever!

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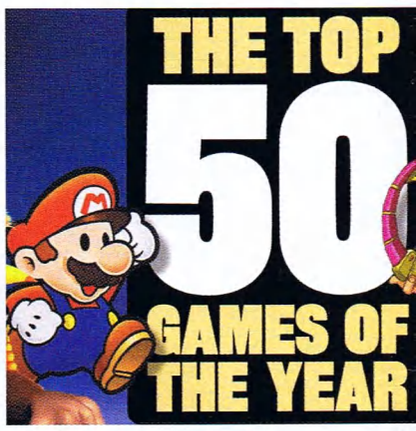
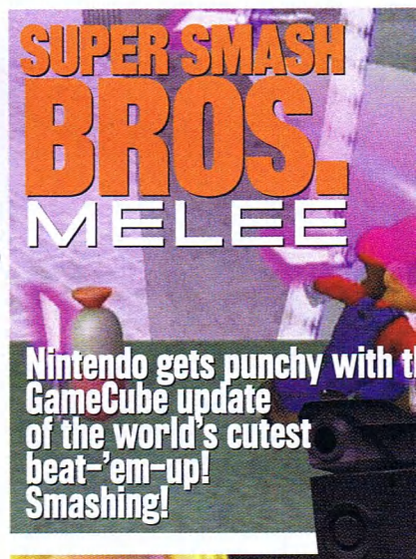


THE TOP 50 GAMES OF THE YEAR



SUPER SMASH BROS. MELEE

Nintendo gets punchy with t GameCube update of the world's cutest beat-'em-up! Smashing!

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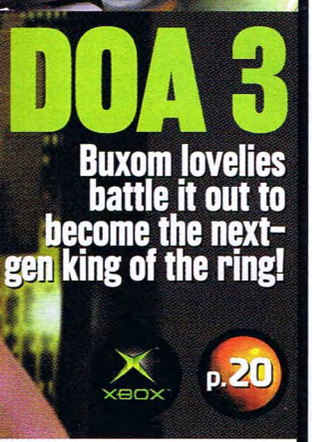

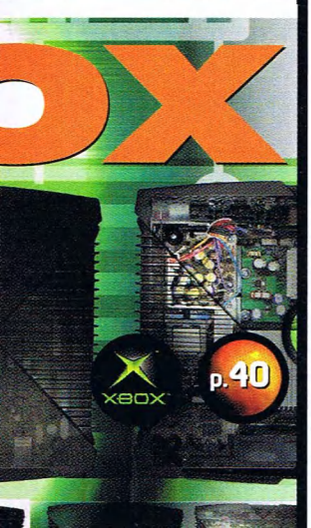

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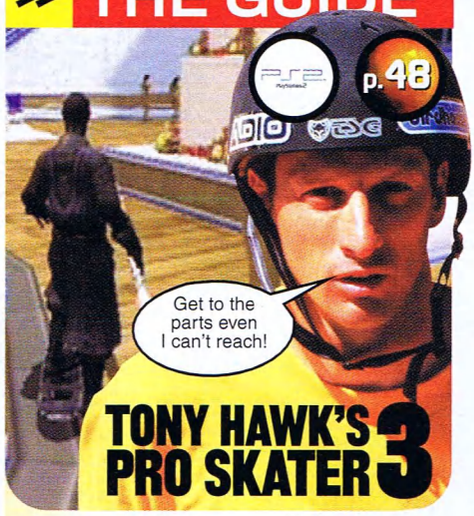

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Games Master

TEAM GM

Who's X-cited in GM#116?

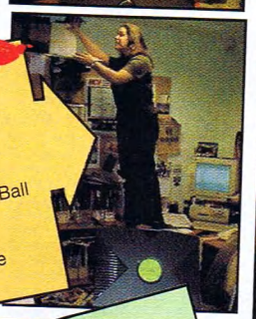
READER of the MONTH!

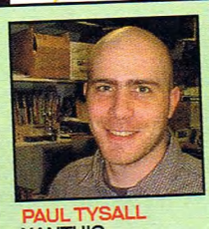
JASON TAN
TAN THE MAN!

Jason is our special boy this month for several reasons. One, he's got a massive stack of GMs at home. Two, he's struck a stylish pose – vogue! And lastly, he's got every *Street Fighter* game on every console. That takes dedication and attention to detail.

Want to be GM's Reader of the Month? Tell us what makes you so special and win a game on the platform of your choice. Write to us at the usual address with a pic.

"I've had nothing but joy with my Xbox. Not only does it play great games, but it's also so useful – finally I can reach the top shelves! It's just what I need for my special trips to the newsagent."



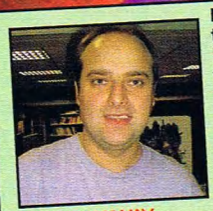


PAUL TYSALL
XANTHIC

Fave game this month: Halo
Worst game: Portal Runner
Game of 2001: Max Payne
New Year's Resolution: To bed George Clooney

ALI TURNER
XENOPHOBE

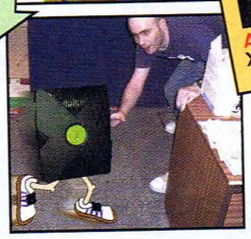
Fave game this month: Dead Or Alive 3
Worst game: Rez
Game of 2001: Super Monkey Ball
New Year's Resolution: To bed George Clooney



ROBIN ALWAY
X-OVER EASY

Fave game this month: Halo
Worst game: Drivel
Game of 2001: GTA 3
New Year's Resolution: To finally finish Legend of Zelda: Link's Awakening

"As I've swapped all my money for magic beans, I've had to go and construct my own Xbox. One black box, one hefty wad of phlegm – et voila! Just call me Macgyver."



RICHARD MELVILLE
X-RAY

Fave game this month: Halo
Worst game: WWTBAM? 2
Game of 2001: Pro Evolution Soccer
New Year's Resolution: To learn to drive

"I've just blown all my money on this new Xbox, but I can't play it, as it won't stay in one place long enough! Woe is me, me is woe..."
Well what do you expect when you go all politically correct and get yourself a free-range Xbox?

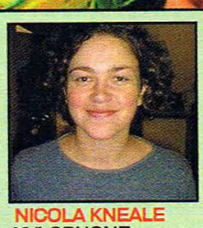
What's the matter Rich? You look slightly violated.
"Well, I was supposed to meet Tom here half-an-hour ago. We were supposed to go and get a facial together, but there's been no sign of him. Sod it, I'm off."
Hold on, Richard. He's been here all the time. He just slipped into the DVD tray, because Xbox is so big... and Tom so isn't.

TOM EAST
X-TRA LARGE

Fave game this month: Halo
Worst game: Rayman M
Game of 2001: Mario Kart GBA
New Year's Resolution: To support a decent football team

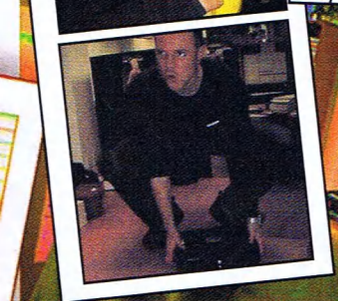
"Having earned enough dosh by arm wrestling Hell's Angels for money, I've finally bought my import Xbox. But for the life of me I just can't get the huge slab of plastic working!"
Nicola, you fool. Can't you see the tasteful-if-dull sweater? That's no Xbox, that's a Next Box!

"Just look at Nicola beat Paul like he's been naughty. It's times like this I wish I was still going out with her... Oh well, I'll just have to sit back and enjoy my ex-box!"
(NB Robin has never gone out with Nicola. She was used as we couldn't get hold of any of Don Robin DeMarco's old flames – as they've all jumped bail.)



NICOLA KNEALE
XYLOPHONE

Fave game this month: Halo
Worst game: Dropship
Game of 2001: Paper Mario
New Year's Resolution: To get a hairstyle that isn't like Tom's



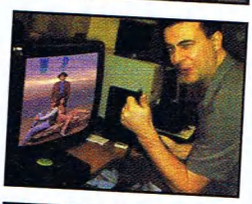
JONNIE BRYANT
XENOPHON

Fave game this month: Dropship
Worst game: David Beckham
Game of 2001: Project Eden
New Year's Resolution: To complete my 1977 Playboy collection

Jonnie 'The Gland' Bryant is a legend on the strongman circuit. His feats of strength are legendary. He once pulled two double deckers 100m with his nipples – a bus clamped on each one. But even he met his match when he tried to carry his Xbox to another desk. That's one heavy console.

DAN GRIFFITHS
X-EDITOR

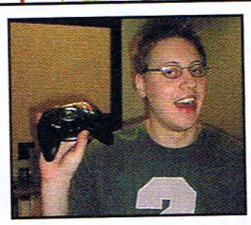
Fave game this month: MGS2
Worst game: Floigan Bros.
Game of 2001: Burnout
New Year's Resolution: Make more tea for people in the office



"I can't wait to get my Xbox fired up. Apparently it plays broadband games. Wicked! There's a Wilson Phillips beat-'em-up! Blimey, the other two are okay, but that is one broad broad..."

JOEL SNAPE
X-X-X

Fave game this month: Jak and Daxter
Worst game: Rayman M
Game of 2001: Devil May Cry
New Year's Resolution: To curb the urge to go clubbing on Wednesday nights



"I've just got my Xbox – spent all my Bob-a Job money on it – and I still haven't played one game! But I tell you what, it goes lovely with a little bit of guacamole and a plain flour tortilla!" Joel, you eejit. That's not an Xbox, that's a Tex Mex box!

MARK GREEN
XANTHIPPE

Fave game this month: Smash Bros. Melee
Worst game: Rayman M
Game of 2001: Mario Kart GBA
New Year's Resolution: To take over the world (aha ha ha!)

After gathering enough money by selling parts of my body to science, I'm severely disappointed that I can't even get my brand new Xbox working." Mark, you foo'. That's no Xbox, that's a scrambled Xbox!

NICK ELLIS
XANTHOCHROISM

Fave game this month: Tony Hawk's 3
Worst game: Jet Ski Riders
Game of 2001: Pro Evolution Soccer
New Year's Resolution: To try to keep my desk tidy

"My old man is an Xbox. He was great. He once went 12 rounds with Henry Cooper." That's not a Xbox is it Nick? It's close though... just two letters short.

ALEX COOKE
XENOLITH

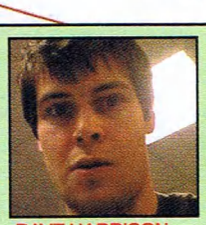
Fave game this month: MGS2
Worst game: Drivel
Game of 2001: MGS2
New Year's Resolution: To wear my hat indoors

"This Xbox is rubbish. It does nothing!" Alex, you monkey. That's not an Xbox, it's just an ex-box.

This hasn't got anything to do with Xbox but, for some reason, a big metal monkey has been placed outside our offices. It's not every day this happens, so we thought we'd take a picture. Please feel free to make up your own caption, perhaps Dave's spanking it, or maybe it's very cold out and it's 'Brass Monkeys'. Be creative but, more importantly, be safe...

GERAINT EVANS
XEROSERE

Fave game this month: Rogue Squadron
Worst game: WWTBAM? 2
Game of 2001: Shenmue 2
New Year's Resolution: Eat more veal



DAVE HARRISON
XEROX

Fave game this month: Civilization 3
Worst game: Polaroid Pete
Game of 2001: ISS Pro Evolution 2
New Year's Resolution: Be kinder to animals

"Ever since I got my Xbox from that old ugly woman riding a broomstick, I've had nothing but bad luck, and I've even started breaking out in mysterious rashes. What could have happened?" Geraint, you cretin. That's no Xbox, that's a Hex Box!

"I've been trying to play games on my new Xbox but all that it does is make brave if foolish fashion choices and kick balls at me! I can't play games!" Chris, you spanner. That's not an Xbox, that's a Becks Box!

CHRIS BATES
X-ART ED

Fave game this month: Halo
Worst game: Maximo
Game of 2001: Virtua Tennis 2
New Year's Resolution: Sort my life out

HOT NEWS

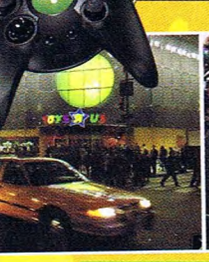
THE BIGGEST NEWS FIRST..THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRSTHE B

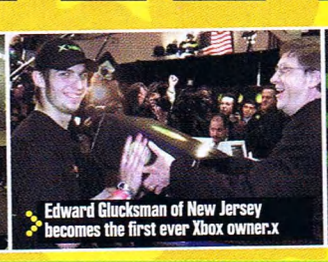
CONSOLE WAR HITS USA

>> Xbox vs GameCube! Who won?

Full scale console war has hit the US with the mid-November unleashing of Xbox and GameCube.

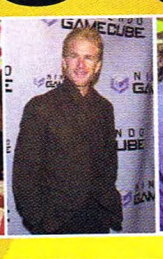
The two next-gen consoles joined PlayStation 2 on shop shelves in what will be the fiercest console scrap ever fought. GM brings you the highlights of the two launches and news of who won the early skirmishes. Folk queued, tills rung and both consoles sold out. We're expecting a very similar show down here, as soon as Nintendo confirm GameCube's release date.





Edward Glucksman of New Jersey becomes the first ever Xbox owner.x

Gamers pick up their GameCube while Matthew Modine tries to look relevant.



XBOX
15 NOVEMBER 2001

Xbox is Microsoft's first console, so they were fired up to make a big impact on launch. There was impressive home support, lots of green, and Bill Gates.

GAMECUBE
18 NOVEMBER 2001

The GameCube was more low key in terms of razzmataz but had more clout in terms of units sold. Perhaps this is due to GC being easier to carry home?

SHIPMENT

Microsoft managed to get 400,000 Xboxes into various retail oulets across the US. Impressive – but only about half of what they first promised.

As GameCube production has been in full swing since the Japanese launch, Nintendo could ship 700,000 units to the US. WINNER!

PRICE

Xbox shifted at $299 (£210). The games were $49.95 (£35).

GameCube was $199 (£140) with games also at $49.99 (£35). WINNER!

SALES

Microsoft must be pleased as they shifted about 275,000 units in their first week. They might have sold more had more units been available.

Apparently, 330,000 were sold on the first day, and by the end of the week they had shifted 500,000. This beats PS2's earlier record. WINNER!

THE LAUNCH

WINNER! The mean, lean, green MS machine took over ToysRUs in Times Square for the occasion. Bill Gates was there playing *Halo* with greasy gamers and saying lines like 'the future of gaming starts today'.

Like the Microsoft launch, Nintendo's was situated in New York, which offered the chance for minor celebrities and selected members of the gaming public to get to grips with the spook hooverage of *Luigi's Mansion*.

THE CELEBRITIES

WINNER! The 'Most Electrifying Man In Sports Entertainment', The Rock was there! It might have lacked quantity but it had quality.

It attracted such stars as loose rap star Li'l Kim and has-been star of *Cutthroat Island* Matthew Modine. Pales in comparison to The Rock.

THE QUEUES

WINNER! Eager beavers were issued with coloured wristbands at 7.00am the day before, which allowed them to join a big queue.

Like the old days, lines of badly dressed men looking uncomfortable. And punters found it very satisfying that GC fitted into a normal sized bag.

THE GAMES

WINNER! *4x4 EVO 2, Amped: Freestyle Snowboarding, AirForce Delta Storm, Cel Damage, Dark Summit, Dead Or Alive 3, Fuzion Frenzy, Halo, Mad Dash Racing, Madden NFL 2002, NASCAR Heat 2002, NASCAR Thunder 2002, NFL Fever 2002, NHL Hitz 2002, Oddworld: Munch's Oddysee, Project Gotham Racing, Shrek, Test Drive Off Road – Wide Open, Tony Hawk's Pro Skater 2x and Transworld Surf*. Blimey.

Tarzan Untamed, Wave Race: Blue Storm, Luigi's Mansion, Star Wars, Rogue Leader: Rogue Squadron 2, Super Monkey Ball, Madden NFL 2002, Dave Mirra Freestyle BMX 2, Tony Hawk's Pro Skater 3, All-Star Baseball 2002, Crazy Taxi, NHL Hitz 2002, Universal Studios Theme Park Adventure and *Pikmin*. It's an impressive line-up with lots of variety, but there's no *Mario* and no *Zelda*, either of which might have sent sales right through the roof.

UK LAUNCH

WINNER! 14 March 2002, Europe-wide. The console will be £299, the games will be £45, and MS hope to ship 1.5 million consoles for it.

Ninty have been reluctant to confirm a date. It was pencilled in for March, but this is unlikely as rumours of a June or September launch spread.

AND THE WINNER IS...

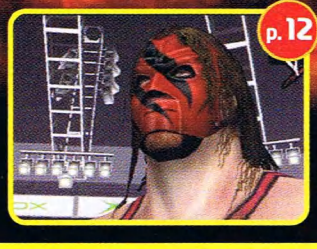
Xbox! Microsoft manage to beat Nintendo's launch by five rounds to three! It was tight and, despite the fact that GameCube shipped and sold more, their neglect of the UK and their C-list celebrities means they lose. Close though...

WINNER! XBOX

THE REAL WINNER IS...

US gamers! They become the first nation that can play PS2, Xbox and GameCube. Never have they had less reason to leave their sofas, God bless 'em.

p.10 **TEKKEN 4 REAL!**
The first ever piece of evidence that *Tekken 4* is looking great on PS2. Namco, give us a reason to believe that *Tag* can be beaten!



p.12 **WWF ON XBOX**
The WWF posse get very bloody and even more brutal than The Rock's pants. Head to page 12 to smell what THQ are cooking on Xbox!

p.14 **READER'S POLL 2001**
What were your fave games of the year, and what do you think hummed more than Jamie Oliver adverts? Vote now and make a difference. You could blag a PS2 too!

Tricky too expensive for you? Why not wait for the rumoured release of a £20 *SSX* Platinum version!

The Xbox may launch with *DOA3* but for half the price you might be able to buy its younger brother on PS2.

Fantavision might be a bit novel to splash out £40 on, but it would be a much better buy for £20.

PS2 PLATINUM RANGE: INCOMING!

PlayStation 2 Games for £20!

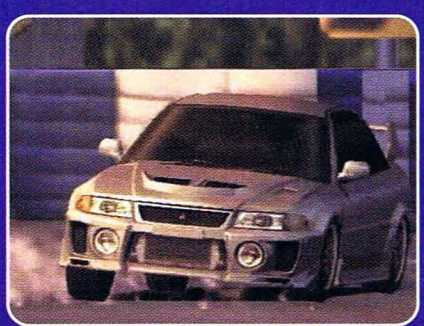
Rumours are rife that Sony will thwart the UK Xbox launch by releasing the first Platinum range of games for PS2.

With Xbox games costing £45, along with a hefty £299 price tag for the machine, Sony will make the most out of a cheaper price for their games and hardware.

Of course, this isn't the first time Sony have done this. Back in 1996 Sony dropped the price of PSone to combat the release of Nintendo 64.

In Japan, *Tekken Tag*, *Gran Turismo 3* and even *Onimusha* have been released as Platinum games as they've all passed one million sales.

Last issue, GM reported on Midas and their £19.99 release of *Dynasty Warriors*. As the console price war continues, it can only be good news for all gamers. And our wallets.



▲ *GT3* for £20 would make the great racer cheaper than a memory card! That's an offer not to be sniffed at.

AN EARLY PLAYSTATION 3 LAUNCH?

A Sony Japan spokesperson has admitted that the release of Xbox may prompt the early arrival of PS3, due to the advance in console technology pioneered by Microsoft. Sony are working with IBM to manufacture the central processor of the monster machine and will hope to crush Xbox and GameCube. Don't fret yet though, as we're sure we won't see PS3 until at least Christmas 2004, as Sony haven't released a PS2 modem or hard drive yet!

PLATINUM WISH LIST

We must stress that the following games haven't been confirmed as appearing as Platinum titles, but we think they will, given our instinctive nature for top secret gaming revelations!

TEKKEN TAG TOURNAMENT
RIDGE RACER 5
FANTAVISION
DEAD OR ALIVE 2
SSX

EMPIRE TO RELEASE *CRAZY TAXI* AND *VIRTUA TENNIS* ON PC!

PSONE STILL GOING STRONG

Official screen gives PSone a boost!

It's been over seven years since the original PlayStation was released to the world, but Sony are making sure that it's as popular as ever.

This month sees the release of the official PSone mini screen, complete with tiny speakers. When folded down, the top of the unit has a snazzy PSone logo and looks like the top of the PSone itself. Screen clarity is great and it's the perfect size to put in every room of the house – maybe even the loo.

On the games side, *Monsters Inc* and *World Rally Championship* are heading our way, and you've no excuse not to pick up new Platinum greats such as *Driver 2* and *Colin McRae 2.0*.

▶ How funky does this look? It's so compact you could take it on the bus!

SCANDAL MONGER

BOOTY CALLS!

Ubi Soft have snapped up the right to make *Charlie's Angels* games on GC, PS2, GBA and PC, and the first game is likely to arrive at the end of 2002 on PS2. The rights also include the TV series and the movie sequel – due in 2003. So expect to see Diaz and friends shaking some independent woman's ass pretty soon!

DC TIME

As a bizarre parting gift from the hardware market, Sega will be selling brass Dreamcast watches in March to celebrate the life of the console in Japan. The £60 watches cost exactly the same as a Japanese DC and are modelled on the console, with the lid lifting to reveal the time. Class!

CAB SMASH!

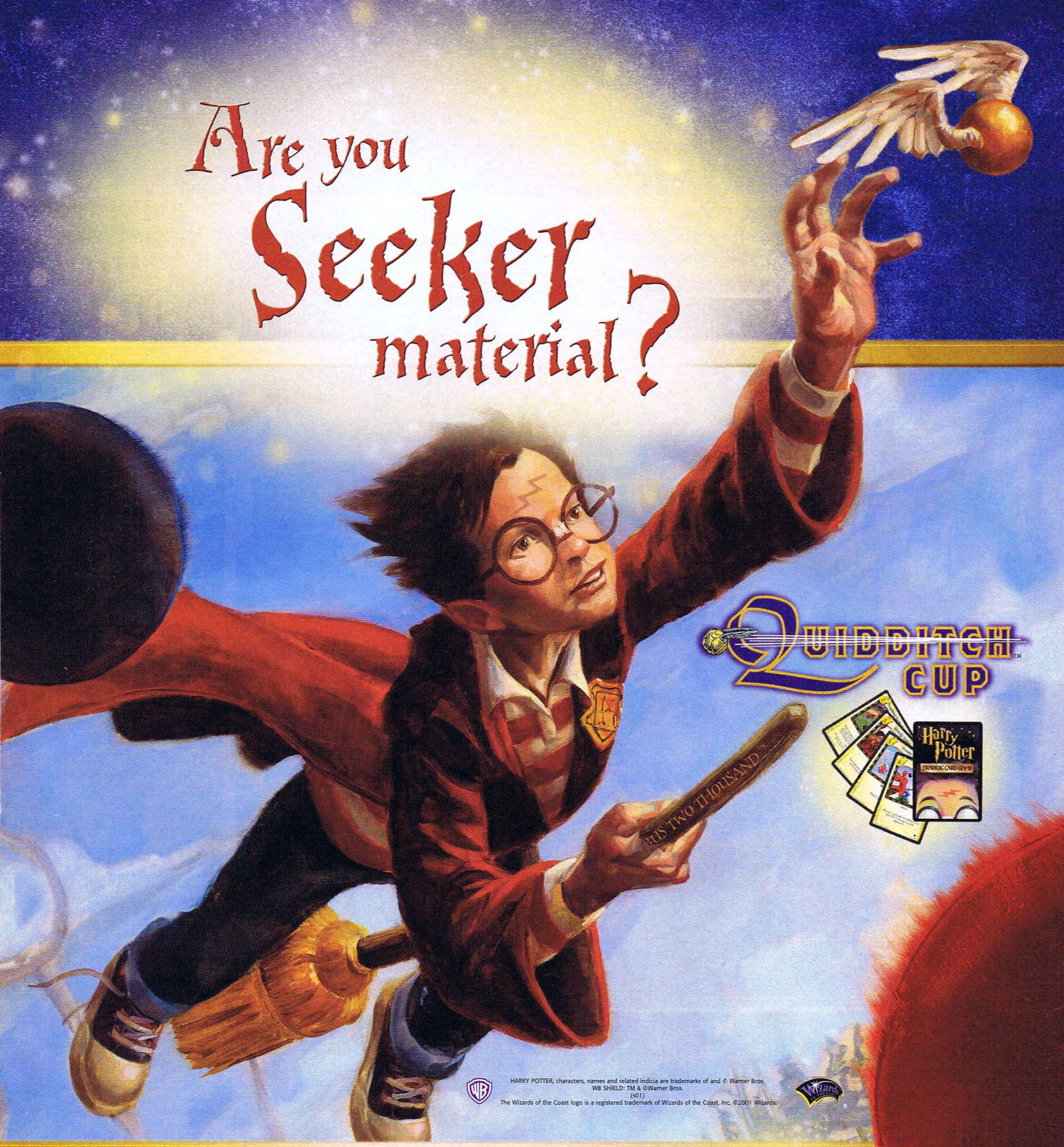
Namco have finally revealed an original GameCube project called *Smashing Drive*. It's a loopy *Crazy Taxi*-style smasher, where you pilot taxis and gain power-ups such as rockets and blades, in *Twisted Metal*-style. It's going to be released this year in Japan. But where is *Crazy Taxi 3*?

SKID BOX!

Xbox is getting a new realistic rally game called *Rallisport Challenge*. The four-player game will include an Ice Rally section and is being developed by Digital Illusions, who are also working on a secret Xbox project. Strangely, their last game was a kiddy safari title, so we're not too excited just yet.

▲ *Rallisport Challenge* looks great, and will hopefully show us what we can expect from future Xbox racers. Mmm.

Are you Seeker material?



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ST NEWS FIRST.THE BIGGEST NEWS FIRST.THE BIGGEST NEWS FIRST.THE BIGGEST NE

FIRST PS2 TEKKEN 4 SCREENS!

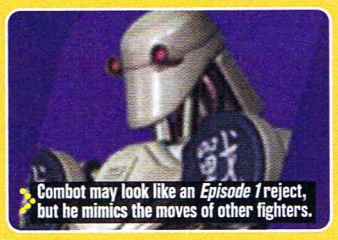
Namco come out of the closet and into the main arena!

Last month we gave you the first PS2 screens of *VF4,* and now Namco have let us in on what they're up to with PS2's *Tekken 4*.

In line for a March Japanese launch, we won't see *Tekken 4* until September – six months after!

But, release dates aside, we think you'll agree that this game looks mighty fine. The arcade version had time release characters, and it's likely these will need to be unlocked on PS2. Namco haven't mentioned bonus games, but we hope to see faves like Tekken Bowling and Ball.

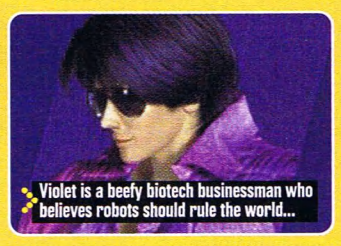
With new moves, sloping arenas, and characters such as the UK's Steve Fox and mad robot fighter Combot, can it beat *VF4* (page 28) and better *Tekken Tag Tournament*? Watch this space!



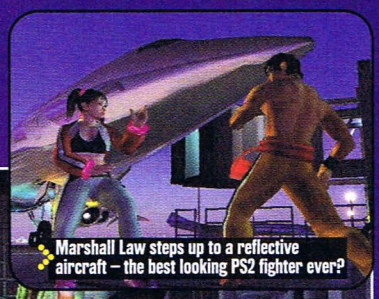
Combot may look like an *Episode 1* reject, but he mimics the moves of other fighters.

Steve Fox is the game's UK boxer, and all four attack buttons act as super punches!

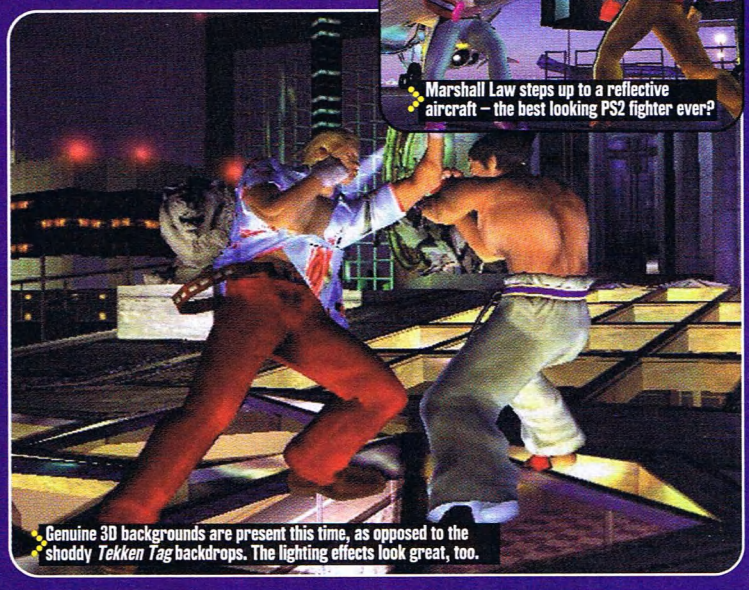
A fighter wouldn't be complete without a sexy college girl. Meet Julia Chang.



Violet is a beefy biotech businessman who believes robots should rule the world...



Marshall Law steps up to a reflective aircraft – the best looking PS2 fighter ever?



Genuine 3D backgrounds are present this time, as opposed to the shoddy *Tekken Tag* backdrops. The lighting effects look great, too.

AMSTRAD MOBILE PHONE TO PLAY ZX SPECTRUM CLASSICS!

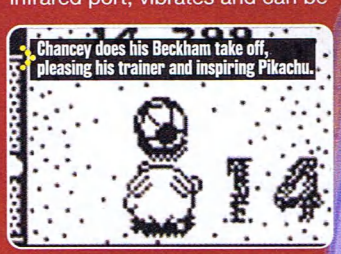
NEW POKÉMON CONSOLE RELEASED!

World's smallest handheld!

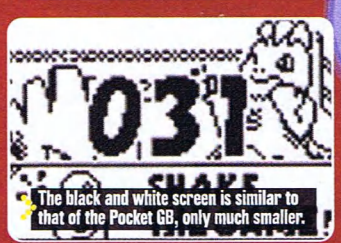
Just when you thought things were quiet on the Pokémon front, Nintendo release the Pokémon Mini in the US.

Due here in March, we expect the handheld to cost around £50, with games for a tenner!

It features a D-pad, two buttons, transfers data via an infrared port, vibrates and can be shaken for some games! One game comes with the console, *Pokémon Party Mini*. The display is black and white, which may not please hardcore gamers, but won't stop Poké fans swapping data on their stamp-sized cartridges with glee.



Chancey does his Beckham take off, pleasing his trainer and inspiring Pikachu.



The black and white screen is similar to that of the Pocket GB, only much smaller.

▲ The Mini vibrates like a good 'un when asked. Several games also involve shaking the machine within an inch of its life!

The screen's mono but nice and crisp, and perfect for Mini's simple but addictive Poké carts. And the battery (just one AAA) lasts for 60 hours!

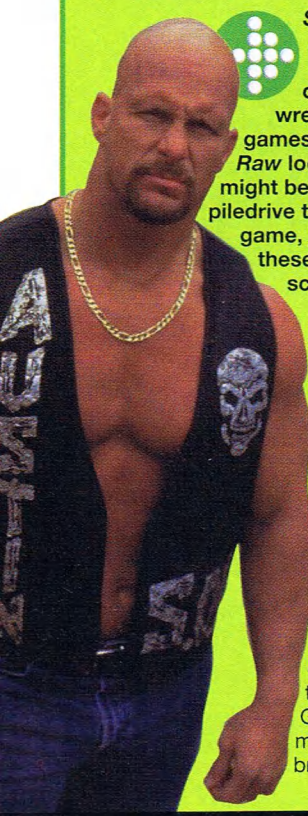
The A and B buttons mimic the Game Boy controls, but lie much closer to the D-pad on the Mini.

The standard Nintendo D-pad means that the games could prove to be as complex as the ones released on Game Boy Colour.

This is the Start button, and the smaller button resets the internal clock – in case you need to adjust the time and date.

XBOX GETS GRUESOME!

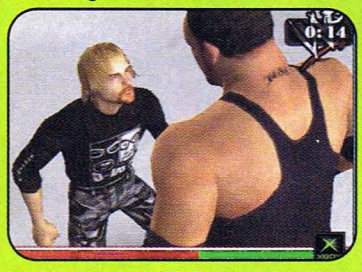
Mass bloodshed as the WWF gang get deep down and dirty!



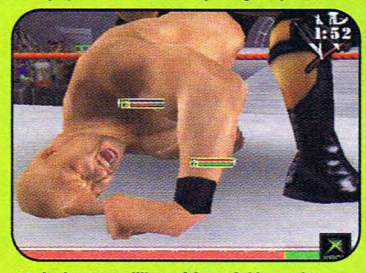
***SmackDown! Just Bring It* may be the daddy of wrestling games, but *WWF Raw* looks like it might be able to piledrive the PS2 game, judging by these new US screens.**

WWF Raw is made by *UFC* developers Anchor Inc, rather than the *SmackDown!* team, but it looks fantastic – right down to the Undertaker's massively detailed tattoos. Gameplay is much more brutal than the *SmackDown!* series too, featuring blood and shockingly realistic pained expressions – just look at Stone Cold scream for his life!

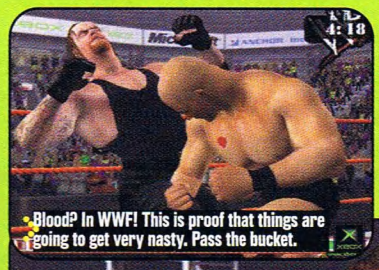
It's not confirmed for a UK release as yet, but we can't wait to get smackin'.



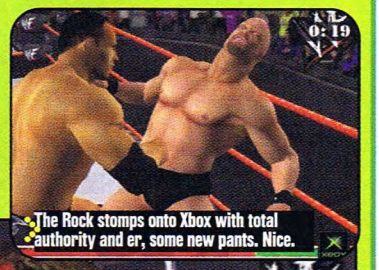
▲ Help, I'm shrinking! I'll disappear before your very eyes. You can't hit me you big bully.



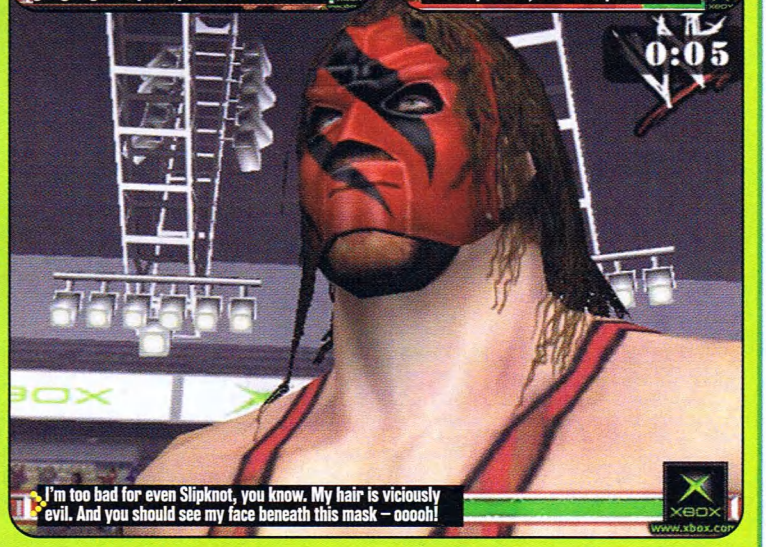
▲ Argh, stop or I'll snap! Stone Cold experiences pain and showcases his dental work. Shiny!



▲ Blood? In WWF! This is proof that things are going to get very nasty. Pass the bucket.



▲ The Rock stomps onto Xbox with total authority and er, some new pants. Nice.



▲ I'm too bad for even Slipknot, you know. My hair is viciously evil. And you should see my face beneath this mask – ooooh!

MGS CREATOR HIDEO KOJIMA WANTS A NEW PRODUCER FOR *MGS3*!

DC AND N64: RIP

Aged consoles bite the dust!

We loved them but now they're gone. Sega let the last 20,000 DC consoles out of their factory last month, and have slashed the price to $49 (£30) in the US! (It's still £99 with three games over here, though.)

Only *Phantasy Star Online Version 2* is included on the release schedule for 2002, making it the final DC game. Sega have also issued a new browser which allows you to choose your own ISP, in the absence of Dream Arena.

N64 has finally died too – at least, it has when it come to new releases. No games are scheduled to come out for the platform after *Tony Hawk's 2*. Still, at least you can concentrate on saving for a GameCube or Xbox now.

▲ The last ever DC game, *Phantasy Star Online 2*, could be the best online console game yet.

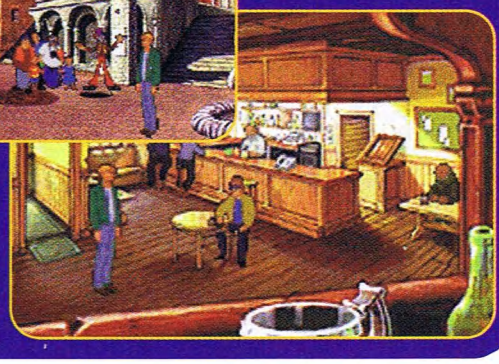
POCKET SWORD

Mystery fixed for GBA!

Possibly the most interesting GBA game to be heading our way, *Broken Sword*, is a Paris-based point 'n' clicker, with more mystery than Mystic Meg mystery tour.

The game is a conversion of the PSone game, but it's looking very faithful to the original, and the only sacrifice will be the lack of CD music. You play as an American fop called George Stobbart, and start your quest after witnessing a cafe bombing. The rest is down to you, and believe us when we say you'll be engrossed when it comes out in March.

◀ You can choose either to speak to these strange people in the town square, or just ignore them completely.



▶ A brief excursion to Ireland sees George sitting in the pub with drunks, enjoying the Gaelic craic!

MINI ADVENTURE ON PC

» Paint job for '60s caper!

Fresh from causing cinematic havoc on PSone, *The Italian Job* is back and looking much nicer, thanks to SCI releasing the game on PC.

The game is based entirely on the PSone version, with the aim to pilot Minis through the most dangerous landscapes. Expect to jump over roofs, through supermarkets, and get bullied by large buses as you execute handbrake turns.

While we wait for *Driver 3*, *The Italian Job* should fill in the gap nicely, especially if it's as decent as the PSone version.

Use roofs as impromptu ramps, but don't look down unless you're prepared to scream!

» Bring on the Clones!

THE FORCE RETURNS TO PS2!

How many *Star Wars* games can there be?

We don't care because *Star Wars: Jedi Starfighter* looks like giving PS2 owners something to shout about when GC *Rogue Leader* arrives. Based on the Jedi Starfighter ship from the new film *Attack of the Clones*, the plot is original but does feature key scenes taken from the film in certain levels.

LucasArts promise a co-operative two-player mode where you can fly as a former space pirate called Nym, or Adi, a seasoned Jedi master. Expect to see the game near the end of the year, after the film's May release.

▲ Expect new weapons, such as cluster missiles.

▲ This is the new starfighter from the film. We think it looks a tad more evil than an X-Wing. Look at the red R2!

JEDI POWER BATTLES COMING TO GBA IN FEBRUARY!

MGS 2 US DEBUT

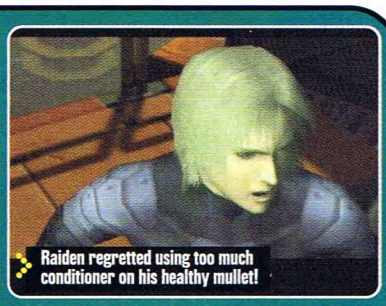
» We've been waiting, Snake!

Konami shipped a record 1.8 million copies of *MGS2* for the 16 November US launch.

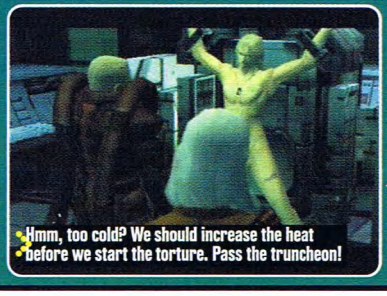
We've got to wait until 22 Feb for the UK launch, but the massive reception of the game in the US bodes well, despite a few die hard fans bemoaning the inclusion of cartwheeling mullet man Raiden.

"Who's Raiden?" you ask. Head to the full review on page 68 to find out – and prepare to be shocked!

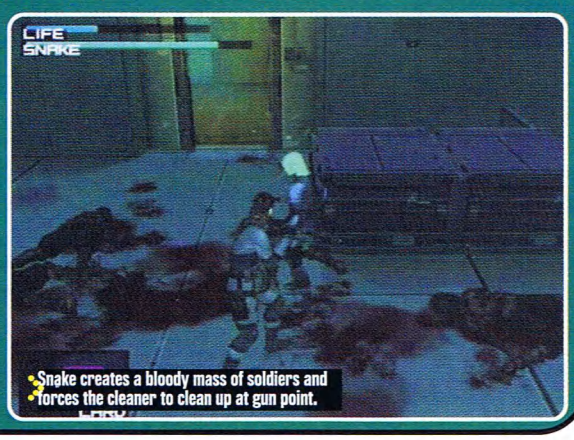
MGS2 is by far the most awaited game on the PS2 calendar but questions have to be asked. Why did we get it three months after America and two months after Japan? UK gamers seem to be getting a raw deal, but at least we know it will be worth the wait...



Raiden regretted using too much conditioner on his healthy mullet!



Hmm, too cold? We should increase the heat before we start the torture. Pass the truncheon!



Snake creates a bloody mass of soldiers and forces the cleaner to clean up at gun point.

SCANDAL MONGER

GO WEST

News has come our way that those lovable Irish action men Westlife are hitting PS, PS2 and PC in 2002. *Westlife 'The Game'* is a quiz-based affair with over 500 questions about the lads themselves. 'Can they sing?' and 'does the horsey one play guitar?' sadly aren't included.

POCKET MONSTERS

Monsters Inc is heading to a trouser pocket near you on GBA and GBC, thanks to THQ. It's a promising platform puzzler featuring the funny scruffballs from the Pixar film – you saw the trailer when you went to see *Harry Potter*. Oh yes you did, we saw you.

GOING, GOING!

Following the UK price drop to £199, lucky Japanese gamers can pick up a PS2 for 29,800 Yen, which roughly equates to £180. This means that PS2 moves closer to the price of a Japanese GameCube, which is 25,000 Yen. It seems Sony will go to any length to fight the big N.

MINI MORTAL

Hot on the heels of *Street Fighter 2*, Midway are preparing *Mortal Kombat Advance* for Ninty's most portable. Including the morbid, spine-ripping Sub Zero and friends, a link-up feature will also be available for two-player scraps. We'll let you know whether it beats *Street Fighter 2* next issue!

GBA BONANZA

So far we've had four different coloured GBAs in the UK. But in Japan they've got tons of special edition GBAs. We've already covered a *Pokemon Crystal* metallic GBA, and Christmas saw the release of a pink *Hello Kitty* version, along with a blue Mega Man edition, and a Farewell to SNK King Of Fighters handheld. SNK recently closed, and *King Of Fighters* was their last ever release.

WIN! FANTASTIC FOOTY PRIZE

A PS2 and a copy of *FIFA 2002!*

What a great year 2001 has been for footy. England qualified for The World Cup and the Premiership is now more exciting than ever before.

And, to round off the year in style, we have got our hands on a PlayStation 2 and a copy of the best selling footy game *FIFA 2002*. So, if you didn't get a PS2 for Christmas (for those reading before 25 December, we know you've felt your presents), this is your opportunity to get your hands on Sony's lush next-gen console.

Just stick the answer to the question below on the back of a postcard or sealed-down envelope and get it to us by 31 January. Just think, if you win you can stick *FIFA 2002* into your brand new console and take Manchester United to the top of the league. After all, they're not gonna win it in real life. Ha ha ha...!

Who is England's all time top scorer?

a) Bobby Charlton
b) Gary Lineker
c) Alan Shearer

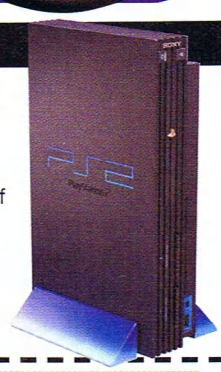
▲ This top selling game and PS2 could be yours if you can prove you're a true footy fan by answering our question.

WORTH MORE THAN RONALDO'S KNEE CAPS!

KONAMI CONFIRM *PRO EVO SOCCER* 2002 FOR GAMECUBE!

GM READER'S POLL 2001

Seen our top 50 games of the year yet? D'you think we're talking gonads? Well here's your chance to vote for your best and worst games of the year and win a top prize. Yep, thanks to Electronic Arts, anyone who enters the reader's poll will automatically go into a prize draw to win a PS2 and a copy of *007: Agent Under Fire*! So fill in the form (or copy it onto a piece of paper), slap it in an envelope, and send it to GM Reader's Poll 2001, GamesMaster 30 Monmouth Street, Bath, BA1 2BW. You can also write to gamesmaster@futurenet.co.uk to vote by e-mail. Send us your answers by 31 January.



1. Best Game of 2001

2. Best Game of All Time

3. Worst Game of 2001

4. Game You Can't Wait to Play in 2002

5. Hero of the Year

6. Villain of the Year

7. Xbox, PS2 or GameCube?

8. Best Cheat of 2001

9. Favourite Term of Abuse in a Multi-Player Game

10. Worst Haircut on a Games Character

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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
www.elspa.com

UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?		PUBLISHER	PREVIOUS POSITIONS			Weeks on chart
					Last week	2 weeks ago	3 weeks ago	
1	Harry Potter: Philosopher's Stone	Magician of the moment gets involved in four distinct adventures	PS, PC, GBA, GBC	EA	1	-	-	2
2	Pro Evolution Soccer	By far the greatest football game the world has ever seen	PS2	Konami	New Entry			1
3	Grand Theft Auto 3	Cause some extreme carnage in this rockin' rob-'em up.	PS2	Take 2	4	2	1	5
4	FIFA 2002	Arcadey footy action with tons of teams and tournaments.	PS2, PS, PC	EA	3	1	2	4
5	WWF SmackDown! Just Bring It	The biggest wrestler in the world makes its PS2 debut.	PS2	THQ	2	-	-	2
6	Silent Hill 2	More horror from the Hill – surely the sickest game on PS2.	PS2	Konami	New Entry			1
7	Pokémon Crystal	Update of *Gold & Silver*, with some new cutsey monsters.	GBC	Nintendo	5	3	3	4
8	The Sims: Hot Date	Put some sizzle into your Sims' life with some love matching.	PC	EA	New Entry			1
9	Gran Turismo 3 A-Spec	Not only the biggest, but the best racing game in the world.	PS2	Sony	7	4	5	19
10	Burnout	Brilliant rush hour racing through hectic city streets.	PS2	Acclaim	6	-	-	2
11	Crash Bandicoot: Wrath of Cortex	Uninspiring next-gen update for Sony's biggest platform hero.	PS2	VU Interactive	New Entry			1
12	Crazy Taxi	Become the craziest *Taxi Driver* since Robert De Niro.	PS2, DC	Sega	10	Re-entry		16
13	Championship Manager '01/'02	Yet another season ful! of stats for the classic management sim.	PC	Eidos	6	5	4	7
14	Tony Hawk's Pro Skater 3	Tony takes it to the next level with yet another great skater.	PS2, PS	Activision	New Entry			1
15	Mario Kart: Super Circuit	Mario's mini-kart racer is still the best game on GBA.	GBA	Nintendo	9	6	6	11
16	Wario Land 4	Mazza's nemesis makes his GBA debut in another fun platformer.	GBA	Nintendo	23	-	-	2
17	Driver 2	Cool sequel to the superb undercover cop driving game.	PS	Infogrames	14	9	10	40
18	Tony Hawk's Pro Skater 2	Highly addictive trick-boarding with the sultan of skating.	PS, GBA, PC	Activision	11	7	8	52
19	Red Faction	Get your arse to Mars and whoop some alien ass.	PS2, PC	THQ	12	8	21	2
20	Civilization 3	Huge dad-friendly strat fest gets even harder. Grab yer cardie!	PC	Infogrames	13	-	-	2

US CHARTS

The US is now truly next-gen. And, although both consoles have three games in the charts, GameCube is the winner, with *Rogue Leader* going straight in at number two.

US CHARTS

No.	Game	Format
1	Metal Gear Solid 2	PS2
2	Star Wars: Rogue Leader	GC
3	Halo	Xbox
4	Tony Hawk's Pro Skater 3	PS2
5	Luigi's Mansion	GC
6	Munch's Oddysee	Xbox
7	The Weakeest Link	PS
8	Wave Race: Blue Storm	GC
9	Project Gotham Racing	Xbox
10	Madden NFL 2002	PS2

GOING POTTY!

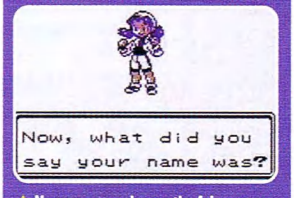
Seen the ads for the *Potter* games? They're rubbish. Still, didn't stop *HP*'s magical adventures going to the top of the charts. And although *Potter* on PSone is a bit pants, the handheld games are ace. Hoorah for Harry!

▲ This, unlike the ads, is real in-game footage. Although it looks pretty, the PC and PSone games are a bit easy.

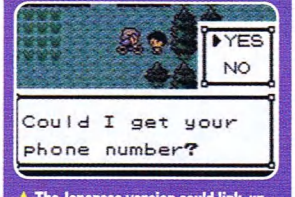
▲ You can't actually lose at Quidditch in the games, which makes a silly wizard sport seem even sillier.

CRAZY MON!

Pokémon Crystal is really just a slight update of *Gold & Silver*, with a couple of new monsters and a new character to play with. Still, this hasn't stopped Pokémental people buying *Crystal* and collecting even more little critters.



▲ Now you can play as the fairer sex and collect some new monsters, but the gameplay is just like *G&S*.



▲ The Japanese version could link-up with mobile phones, but you can't do this in Britain. What a bummer.

LOVE ME DO!

The Sims: it sounds so dull but is so addictive. And, despite being almost a couple of years old now, there's still a big demand for it. This update takes you out on the Simsville town too, and gets you playing the dating game.

▲ Those *Sims* add-ons keep on coming – and you lot keep buying 'em. Good on you. *Hot Date* is another beauty.

▲ Fancy a romantic candle lit dinner for two? Romantic?! This looks more like a Beefeater. You're ditched!

JAPAN CHARTS

Only *Pikmin*'s propping up GC's presence in the Jap charts this month, but we'd expect that to change soon with *Rogue Leader*. PS2's reigning supreme at the moment though.

JAP CHARTS

No.	Game	Format
1	Professional Baseball 2001	PS2
2	Gun Survivor 2 Veronica	PS2
3	Shin Sangoku Musouk 2	PS2
4	King of the Beast DX	PS2
5	Pikmin	GC
6	Super Robot Taisen A	GBA
7	J League Winning Eleven 5	PS2
8	Time Crisis 2	PS2
9	Wario Land: Treasure of Yoki	GBA
10	Superlite 1500 The Tetris	PS

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

DECEMBER

21st	BLACK & WHITE: CREATURE ISLES	EA	NONE	PC
21st	CRICKET 2002	EA	NONE	PS2
30th	SCRABBLE	Ubi Soft	NONE	PS
31st	TOP GUN	Titus	NONE	GBA
TBC	CASPER SPIRIT DIMENSIONS	TDK	NONE	PS2
TBC	NFL QUARTERBACK CLUB 2002	Acclaim	NONE	GBA
TBC	TRAFFIC GIANT	JoWooD	NONE	PS
TBC	CONTRA	Konami	NONE	GBC
TBC	GOEMON	Konami	NONE	GBC
TBC	GOEMON	Konami	NONE	PS
TBC	GRAND PRIX 3 2000 SEASON	Infogrames	NONE	DC
TBC	STRANDED KIDS 2	Konami	NONE	GBC

JANUARY

10th	DROPSHIP	Sony	NONE	PS2
11th	CREATURES	Swing!	NONE	GBA
11th	REZ	Sega	NONE	DC
11th	SALT LAKE 2002	Eidos	NONE	PC
11th	SALT LAKE 2002	Eidos	NONE	PS2
11th	SUNNY GARCIA'S SURFING	Ubi Soft	NONE	PS2
18th	MAFIA	Take 2	NONE	PC
18th	POOH AND TIGGER'S 'HUNNY' SAFARI	Ubi Soft	NONE	GBC
18th	SCOOTER RACING	Ubi Soft	NONE	PS
18th	SERIOUS SAM: THE SECOND ENCOUNTER	Take 2	NONE	PC
18th	SESAME STREET SPORTS	Ubi Soft	NONE	PS
18th	STATE OF EMERGENCY	Take 2	NONE	PS2
25th	DIDDY KONG PILOT	Nintendo	NONE	GBA
25th	COSSACKS – THE ART OF WAR	CDV	NONE	PC
25th	ECCO THE DOLPHIN	Sony	NONE	PS2
25th	HEADHUNTER	Sega	NONE	PS2
25th	LUFIA: THE LEGEND RETURNS	Ubi Soft	NONE	GBC
25th	REZ	Sega	NONE	PS2
TBC	ACE COMBAT 4: DISTANT THUNDER	Sony	NONE	PS2
TBC	AIRBUS A320 PROFESSIONAL	Just Flight	NONE	PC
TBC	COMBAT JET TRAINER	Just Flight	NONE	PC
TBC	DARK AGE OF CAMELOT	Wanadoo	NONE	PC
TBC	ESPN FISHERMAN'S BAIT 3	Konami	NONE	GBA
TBC	INCOMING FORCES	Interplay	NONE	PC
TBC	PARAPPA THE RAPPER 2	Sony	NONE	PS2
TBC	VIRTUAL KASPAROV	Virgin	NONE	GBA
TBC	CONFLICT ZONE	Ubi Soft	NONE	PS2
TBC	MEDAL OF HONOR: ALLIED ASSAULT	EA	NONE	PC
TBC	SETTLERS 4 ADD-ON	Ubi Soft	NONE	PC

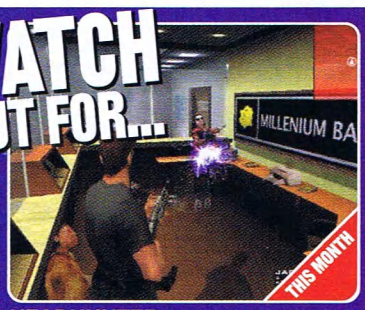
FEBRUARY

1st	SID MEIER'S SIM GOLF CLUB	EA	NONE	PC
1st	TOM & JERRY: THE MAGIC RING	Ubi Soft	NONE	GBA
1st	ANTZ 2	LSP	NONE	PC
1st	CRAZY CHASE	Kemco	NONE	GBA
1st	DONKEY KONG COCONUT CRACKERS	Nintendo	NONE	GBA
1st	GREMLINS	Koch	NONE	PC
1st	WARCRAFT 3: REIGN OF CHAOS	Vivendi	NONE	PC
8th	NBA 2K2	Sega	NONE	DC
8th	SALT LAKE 2002	Ubi Soft	NONE	GBA
8th	WARRIOR KINGS	Microids	NONE	PC
14th	JOHNNY MOSELEY MAD TRIX	3DO	NONE	GBA
14th	JOHNNY MOSELEY MAD TRIX	3DO	NONE	PS2
15th	COMMAND & CONQUER RENEGADE	EA	NONE	PC
22nd	ANNO 1503	EA	NONE	PC
22nd	ARMY MEN: OPERATION GREEN	3DO	NONE	GBA
22nd	CRUIS 'N' VELOCITY	Midway	NONE	GBA
22nd	GLOBAL OPS	EA	NONE	PC
22nd	GRANDIA 2	Ubi Soft	NONE	PC
22nd	GRANDIA 2	Ubi Soft	NONE	PS2
22nd	METAL GEAR SOLID 2	Konami	NONE	PS2
22nd	MIKE TYSON'S BOXING	Codemasters	NONE	GBA
22nd	MORTAL KOMBAT	Midway	NONE	GBA
22nd	PLAYER MANAGER 2002	Ubi Soft	NONE	PC
TBC	MOON PROJECT	Mattel	NONE	PC
TBC	ATARI ANNIVERSARY EDITION	Infogrames	NONE	PC
TBC	ATARI ANNIVERSARY EDITION	Infogrames	NONE	PS
TBC	COMBAT	Infogrames	NONE	PC
TBC	DNA – DARK NATIVE APOSTLE	Virgin	NONE	PS2
TBC	DIG DUG DEEPER	Infogrames	NONE	PC
TBC	DRAGON RAGE	3DO	NONE	PS2
TBC	EVERYBODY'S GOLF 3	Sony	NONE	PS2
TBC	MASTER RALLYE	Microids	NONE	PS2
TBC	MEGA MAN X6	Capcom	NONE	PS
TBC	MS PAC-MAN: GOLDEN MAZE	Infogrames	NONE	PC
TBC	NASCAR HEAT 2002	Infogrames	NONE	PS
TBC	NASCAR HEAT 2002	Infogrames	NONE	PS2
TBC	PHANTASY STAR ONLINE 2.0	Sega	NONE	DC
TBC	POWERPUFF GIRLS: CHEMICAL X-TRACTION	Bam!	NONE	GBA
TBC	RESIDENT EVIL SURVIVOR 2: VERONICA	Capcom	NONE	PS2
TBC	SOLDIER OF FORTUNE 2: DOUBLE HELIX	Activision	NONE	PC
TBC	SPACE CHANNEL 5	Sega	NONE	PS2
TBC	HERDY GERDY	Eidos	NONE	PS2
TBC	STAR WARS: STARFIGHTER	LucasArts	NONE	PC
TBC	STUNT GP	Virgin	NONE	PS2
TBC	TETRIS WORLDS	THQ	NONE	PC
TBC	THE SHADOW OF ZORRO	Cryo	NONE	PC
TBC	THE SHADOW OF ZORRO	Cryo	NONE	PS2
TBC	VAMPIRE NIGHT	Namco	NONE	PS2
TBC	WIPEOUT FUSION	Sony	NONE	PS2

MARCH

1st	PIRATES: LEGEND OF BLACK KAT	EA	NONE	PS2
8th	FREEDOM FORCE	EA	NONE	PC
8th	KNOCKOUT KINGS 2002	EA	NONE	PS2
8th	KNOCKOUT KINGS 2002	EA	NONE	XBOX
8th	MEDAL OF HONOR: FRONTLINE	EA	NONE	PS2
8th	SSX TRICKY	EA	NONE	XBOX
14th	TONY HAWK'S PRO SKATER 3	Activision	NONE	GBA
14th	TONY HAWK'S PRO SKATER 3	Activision	NONE	PC
14th	TONY HAWK'S PRO SKATER 3	Activision	NONE	XBOX
14th	TRANSWORLD SURF	Infogrames	NONE	XBOX
14th	4X4 EVO 2	GodGames	NONE	XBOX
14th	AMPED FREESTYLE SNOWBOARDING	Microsoft	NONE	XBOX
14th	AIRFORCE DELTA STORM	Konami	NONE	XBOX
14th	CEL DAMAGE	EA	NONE	XBOX
14th	DARK SUMMIT	THQ	NONE	XBOX
14th	DEAD OR ALIVE 3	Tecmo	NONE	XBOX
14th	FUZION FRENZY	Microsoft	NONE	XBOX
14th	HALO	Microsoft	NONE	XBOX
14th	MAD DASH RACING	Eidos	NONE	XBOX
14th	NASCAR HEAT 2002	Infogrames	NONE	XBOX
14th	NASCAR THUNDER 2002	EA	NONE	XBOX
14th	ODDWORLD: MUNCH'S ODDYSEE	Microsoft	NONE	XBOX
14th	PROJECT GOTHAM RACING	Microsoft	NONE	XBOX
14th	SHREK	TDK	NONE	XBOX
14th	TEST DRIVE OFF ROAD – WIDE OPEN	Infogrames	NONE	XBOX
14th	TRANSWORLD SURF	Infogrames	NONE	XBOX
29th	KELLY SLATER'S PRO SURFER	Activision	NONE	PS2
29th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	PS2
29th	WRECKLESS	Activision	NONE	XBOX
TBC	CHESSMASTER	Ubi Soft	NONE	GBA
TBC	COLIN MCRAE RALLY 2	Ubi Soft	NONE	GBA
TBC	DESPERADOS MISSION PACK	Infogrames	NONE	PC
TBC	ET AWAY FROM HOME	Ubi Soft	NONE	PC
TBC	ET COSMIC GARDEN	Ubi Soft	NONE	GBC
TBC	ET ESCAPE FROM PLANET EARTH	Ubi Soft	NONE	GBC
TBC	ET LOGICAL ADVENTURE	Ubi Soft	NONE	PC
TBC	ET RETURN TO THE GREEN PLANET	Ubi Soft	NONE	PS2
TBC	ET THE EXTRA TERRESTRIAL	Ubi Soft	NONE	GBA
TBC	ET INTERPLANETARY MISSION	Ubi Soft	NONE	PC
TBC	ET INTERPLANETARY MISSION	Ubi Soft	NONE	PS
TBC	EVERQUEST PLATINUM PACK	Ubi Soft	NONE	PC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	GBC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS2
TBC	F355 CHALLENGE: PASSIONE ROSSA	Sony	NONE	PS2
TBC	GRAND PRIX 4	Infogrames	NONE	PC
TBC	ICO	Sony	NONE	PS2
TBC	JADE COCOON 2	Ubi Soft	NONE	PS2
TBC	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE	PS2
TBC	LARGO WINCH	Ubi Soft	NONE	PS
TBC	LOCK ON: MODERN AIR COMBAT	Ubi Soft	NONE	PC
TBC	MASTER OF ORION 3	Infogrames	NONE	PC
TBC	MIGHT AND MAGIC 9	3DO	NONE	PC
TBC	NECROCIDE: THE DEAD MUST DIE	Novalogic	NONE	PC
TBC	NEW WORLD ORDER	Project 3	NONE	PC
TBC	PETER PAN	Ubi Soft	NONE	GBA
TBC	PLAYMOBIL HYPE	Ubi Soft	NONE	PS
TBC	PRO RALLY 2001	Ubi Soft	NONE	PS2
TBC	PRYZM CHAPTER ONE: THE DARK UNICORN	TDK	NONE	PS2
TBC	RAINBOW SIX: ROGUE SPEAR	Ubi Soft	NONE	GBA
TBC	RAYMAN RUSH	Ubi Soft	NONE	PS
TBC	ROCK MANAGER	PAN	NONE	PC
TBC	SHIFTERS	3DO	NONE	PS2
TBC	SPACE RACE	Infogrames	NONE	PS2
TBC	STAR TREK BRIDGE COMMANDER	Activision	NONE	PC
TBC	TENNIS MASTER SERIES	Microids	NONE	PS2
TBC	UNREAL 2	Infogrames	NONE	PC
TBC	USA RACER	Koch	NONE	PS
TBC	VILLENEUVE	Ubi Soft	NONE	PC
TBC	VILLENEUVE	Ubi Soft	NONE	PS2
TBC	VIP	Ubi Soft	NONE	GBA
TBC	VIRTUA FIGHTER 4	Sony	NONE	PS2
TBC	WORMS BLAST	Ubi Soft	NONE	GBA
TBC	WORMS BLAST	Ubi Soft	NONE	PC
TBC	WORMS BLAST	Ubi Soft	NONE	PS2
TBC	AN AMERICAN TAIL: FIEVEL'S GOLD RUSH	Swing!	NONE	GBA
TBC	BLACK BELT CHALLENGE	Xicat	NONE	GBA
TBC	BOXING FEVER	THQ	NONE	GBA
TBC	BROKEN SWORD: SHADOW OF THE TEMPLARS	Bam!	NONE	GBA
TBC	LMA MANAGER 2002	Codemasters	NONE	PS2
TBC	CHARGE 'N' BLAST	Xicat	NONE	GBA
TBC	COASTER WORKS 2	Xicat	NONE	PS2
TBC	CRASH BANDICOOT X/S	Vivendi	NONE	GBA
TBC	DARK ARENA	THQ	NONE	GBA
TBC	DARK SUMMIT	THQ	NONE	PS2
TBC	DEMON WORLD 2	Xicat	NONE	PC
TBC	DIVINE DIVINITY	CDV	NONE	PC
TBC	EGGO MANIA	Kemco	NONE	GBA
TBC	ESCAPE FROM ALCATRAZ	CDV	NONE	PC
TBC	EUROPA UNIVERSALIS 2	Ubi Soft	NONE	PC
TBC	F-14 TOMCAT	THQ	NONE	GBA
TBC	FIEVAL	Swing!	NONE	GBA
TBC	FRONTIER LAND	JoWooD	NONE	PC

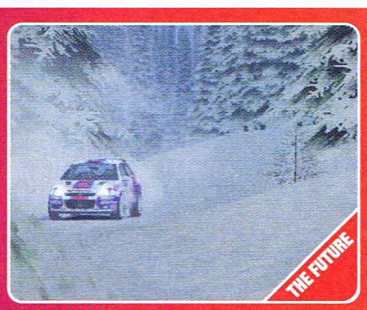
WATCH OUT FOR...



HEADHUNTER
Can't wait for *Metal Gear*? Get your stealth fix with this top adventure.

METAL GEAR SOLID 2
Snake, secrets, conspiracies, strategy and stealth – not long now.

DEAD OR ALIVE 3
The beautiful, buxom, bouncy beat-'em-up hits Xbox. Prepare to fight!



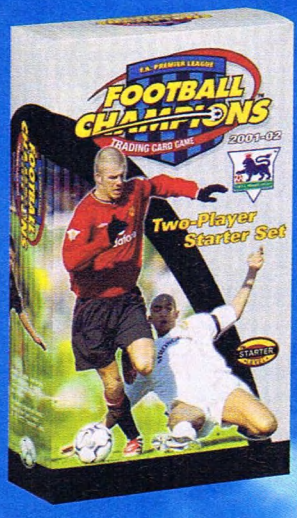
COLIN MCRAE 3
Next-gen follow-up to the classic rally sim. Watch the dirt fly!

ALL THE STARS, ALL THE TEAMS, ALL THE EXCITEMENT

F.A. PREMIER LEAGUE FOOTBALL CHAMPIONS™ TRADING CARD GAME

THE ULTIMATE TRADING CARD GAME

WHO'S GOING TO BE ON YOUR SIDE?



STARTER PACK

You're the manager - now it's time to test your skill with the ultimate footie game. Starter packs contain everything you need to play - then start to build the perfect team using boosters packs. It's the ultimate football strategy game. Available at Newsagents everywhere.

BOOSTER PACK

BUILD YOUR OWN TEAM

ALL THE TOP PLAYERS

OFFICIAL F.A. PREMIER LEAGUE PRODUCT

Wizards of the Coast

THE F.A. PREMIER LEAGUE

Football Championship Hotline: 08457 125599.

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GAMESMASTER'S HOT 50 FOR 2002

THE GREATEST GAMES OF 2002!

Right, listen up troops. It's going to be a huge year for games and you're going to need to have your wits about you if you don't want to be laughed at in the street for getting *Army Men 33: Sarge's Animal Field Hospital*. So here're the 50 games you should keep your eyes peeled for. They cover the best of every genre, take in all formats and we haven't stopped short of reviewing the real biggies where possible. In fact, why are you still reading this? It's time to get stuck in!

SEE EACH CONSOLE'S KILLER GAMES!

BATTLE OF THE BEAT-'EM-UPS!

DOA3 on Xbox leads the scrapping assault. We went to Japan to see if it can take on *Tekken 4*...

P.20

FEEL THE FORCE OF STAR WARS!

The new film means loads of new games, including *Galaxies*. It could take over the planet!

P.30

EMOTIONAL ABOUT ENGINES?

You *need* to see the very first *Colin McRae 3* shots. Can Col burn off the racing competiton?

P.34

WANNA RASSLE IN THE RAW?

WWF Raw kicks off a year of wrestlemania. GM just brings you all the facts direct from ringside.

P.37

LOOK FOR THE LOGO

We've stamped each and every one of our Hot 50 For 2002 with this logo. It's your guarantee of potential gaming greatness! Bog off *Westlife Fan-O-Mania*, only our most anticipated games get the stamp!

HOT 50 2002

HOT FACT!
Peer into this blobby beauty to learn a new game fact. Amaze your mates with pure gaming knowledge!

REMINDER!

MY MOST WANTED!

Once you've seen our Hot 50, write your most wanted down here, cut out, stick up and wait for GM's review.

GAME NAME	FORMAT	RELEASE DATE
1.		
2.		
3.		
4.		
5.		

PREVIEWS

RESIDENT EVIL, GAMECUBE
New shots out! And they're the scariest looking muthas we've seen in videogaming. The zombies look just like real-life ones...

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...

OUT: MARCH | FORMAT: XBOX | PRICE: £45 | DEVELOPER: TECMO/TEAM NINJA | PUBLISHER: MICROSOFT | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0870 601 0100 | PLAYERS: 1-4

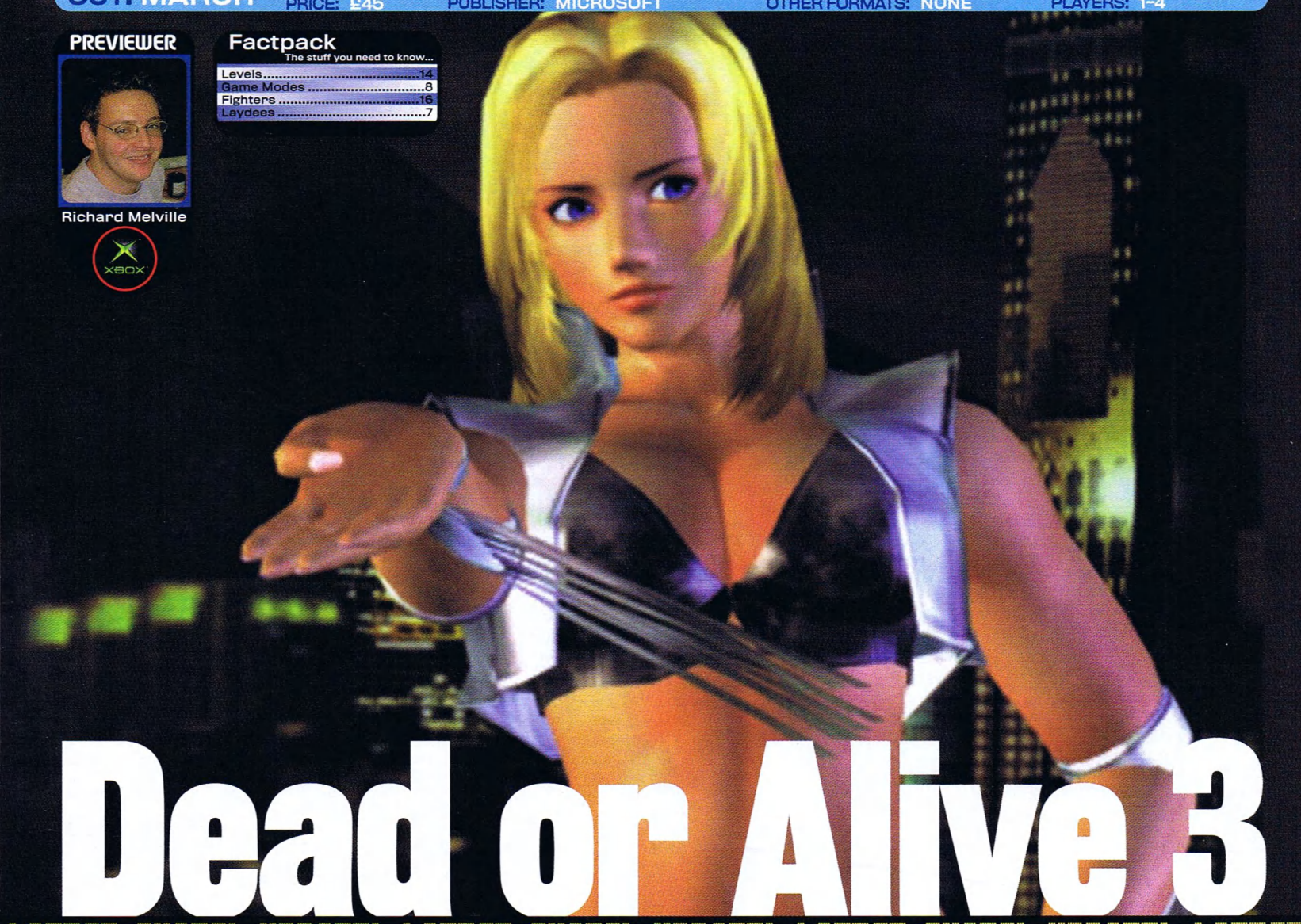
PREVIEWER

Richard Melville

XBOX

Factpack
The stuff you need to know...

Levels	14
Game Modes	8
Fighters	16
Laydees	7



Dead or Alive 3

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

GamesMaster heads to Tokyo to bust moves with Team Ninja, the fearsome developers of the biggest fighter of 2002!

It's about time a decent 3D fighter came our way as, to be honest, there hasn't been a truly great one since *Soul Calibur* waved sharp instruments about in spectacular fashion on DC in 1999.

Tecmo's Team Ninja are the first developers to challenge Namco and Sega by making *Dead or Alive 3* – a technological Xbox masterpiece which threatens to batter even arcade fighters. We visited the Tokyo office of Tecmo and spoke to the manager of Team Ninja Tomonobu Itagaki, where we discovered just how *Dead or Alive 3* will revolutionise gaming, and why Team Ninja chose Xbox.

Dead or Alive 3 looks amazing and will be heading up the UK Xbox launch, but it won't appear in the arcade like its PS2 and DC prequel. With Xbox, Tomonobu Itagaki feels he has the best machine to work on, saying Xbox is more powerful than the *Virtua Fighter 4* arcade machine!

Softography
These guys have also made...

Dead or Alive 2: Hardcore	90%
Dead or Alive	90%

ARCADE QUALITY

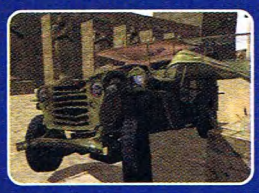
Looking at the multiple arenas within each level, which fighters can fall through and interact with, it's hard to believe that *Dead or Alive 3* is a console game. Excitingly, Team Ninja have also revealed that the UK version of the game may include fancy extras, such as new costumes for characters, thanks to the Xbox hard drive.

... The biggest selection of arenas, fighters and bikini-clad tag team action...

All the *Dead or Alive* faves are in the game, along with a new British girl called Christie – who is by far the most potent fighter in the game. She's the best choice for two-player games and a stunning looker to boot. But we digress. If you want the biggest selection of arenas, fighters and bikini-clad tag team action, March is the time to get an Xbox and *Dead or Alive 3*.

Read on to see every inch of bicep, muscle and – oo, er – breast exposed! Round one, fight!

MT3D 2002



STUNTMAN
The latest on the movie-based bash-, crash- and smash-'em-up! Take a sneak peek at the new cars, new locations, and loads of her-uge stunts.

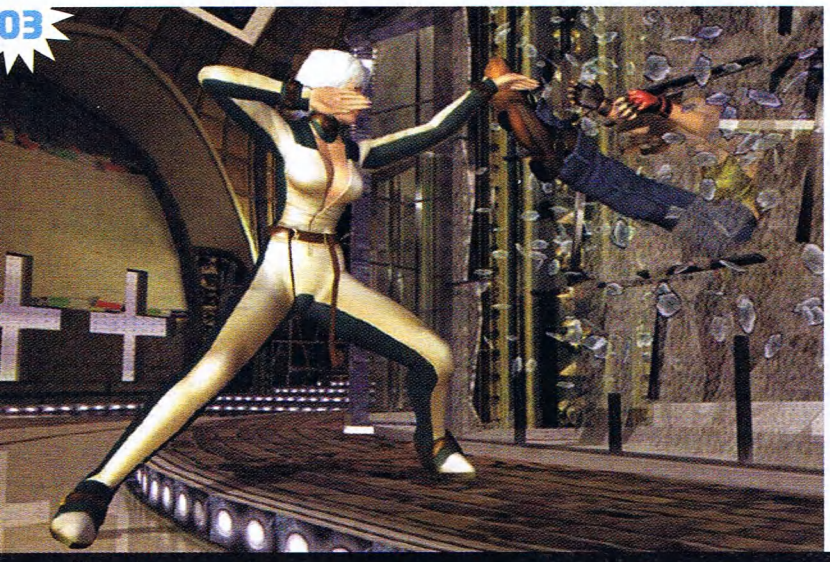
ZELDA
Link's new cartoony look has certainly set tongues wagging – you lot seem to either love or hate it. But what's the game going to be like? We'll tell you!

ICO 24
SUPER MARIO ADVANCE 2 25
TEKKEN GBA 27
VIRTUA FIGHTER 4 28
STAR WARS GALAXIES 30
MARIO SUNSHINE 32

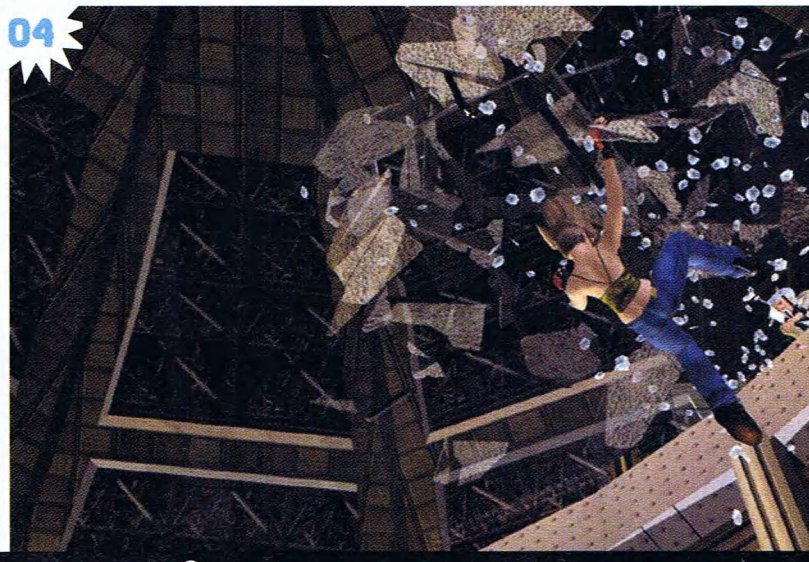
01

02

03



04



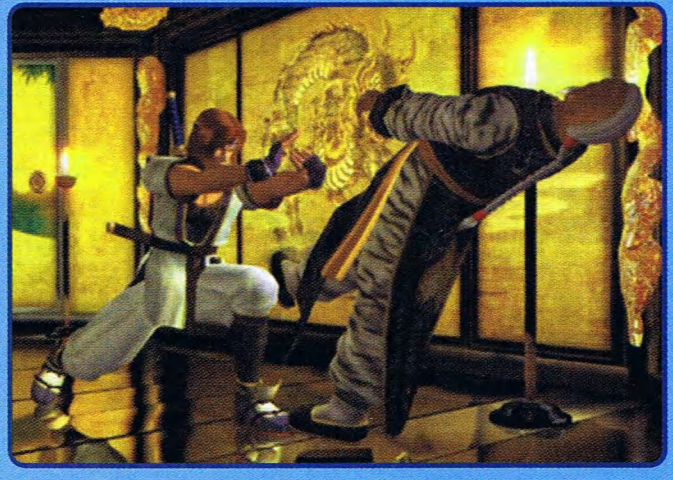
01 Parp! Christie feels the force as she is blown away by er, bum gas! What a stinker of a move. 02 Hitomi reels backwards as Christie starts one of her brilliantly effective combos – get ready to die, weakling! 03 Double glazing was sadly not installed in the Castle of Christie. If it had been, there may have been many lives saved. 04 Amazingly though, you may still manage to survive this long drop. But beware: Christie will not be far behind you – for more!

Double the Muscle, Double the Damage!

In four-player Tag mode, each player controls one fighter from a two-strong team. By hitting Tag, the current fighter will rest, and recover.

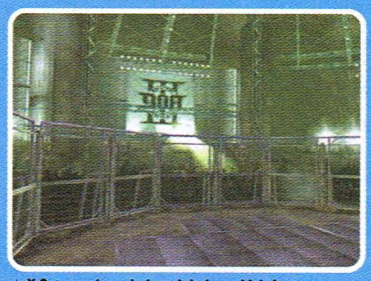
◀ Each team has to select two players, each of which can be switched in battle- adding an element of strategy to the beat-'em-up.

▶ When you feel your energy is getting too low, hit the Tag button for your team mate to take over. He can fight while you regain some precious energy to carry on.

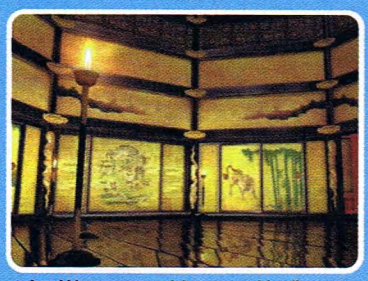


How I Wish You Were Here!

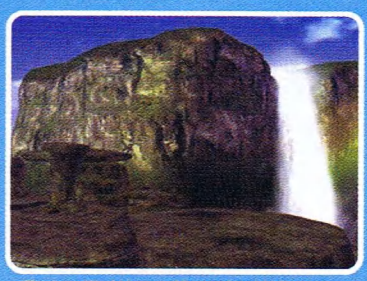
You'll notice that *Dead or Alive 3* features many levels which are so detailed and lush looking, that they make the likes of *Tekken* seem more like an episode of *The Simpsons*. Take a look at these postcard pics of some of the best levels. Don't you just wish you could go there?



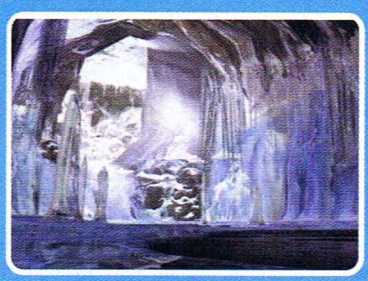
▲ X Octagon is an industrial ring which features oriental decorations and very hard surfaces.



▲ Azuchi is a gorgeous dojo arena, with a floor so shiny you can see the reflection of each fighter!



▲ The Lost World has nothing to do with dinosaurs, but it does feature cliff tops as fighting platforms.



▲ The Ice Cave has cool water effects and the background looks as sharp as a diamond. Guvnor!

When Bill Met The Rock!

When Xbox launched in the US, Bill Gates and The Rock had a game of *Dead or Alive 3* in Times Square, New York. Did geeky Gates thump him? No, The Rock won 2–1.

Can I have two beers for the little rich man over here please? They should last him for a month or two.

Pick Me! Pick Me! Please Pick Me!

On the Character Select screen, look closely and you'll notice that each fighter winks and blinks while waiting for you to make your choice. It doesn't affect the gameplay, but it's a neat touch. In fact we think it's – wait for it – blinkin' marvellous!

Impact!

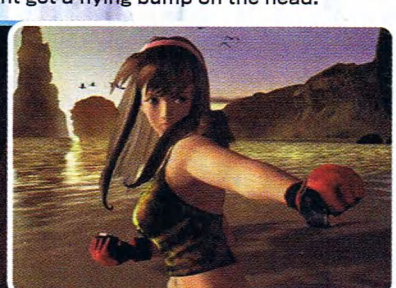
Punches are so powerful, you might hammer fighters off a platform, into a wall, or into oblivion! Replays show all the painful action!

◀ Pow! Hitomi wallops Jann Lee straight in the nuts. She knows tricks. Taste the pain!

My Body's Too Bootilicious For You Babe!

With assets that would make Mariah Carey, Pamela Anderson, Jordan and all of Destiny's Child weep with envy, the *Dead or Alive* girls are all motion-captured using the, ahem, real things. Whether they're wearing sports gear, cropped tops, corsets or lycra catsuits, these girls are the stuff that Peter Stringfellow's dreams are made of. Watch you don't get in the way, or you might get a flying bump on the head.

Ayane decided to wear heavy armour due to her weakness, but you can pick a different costume...

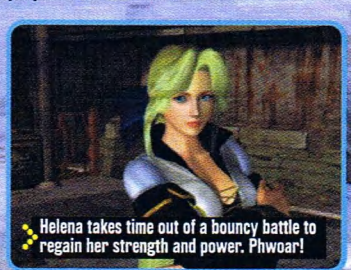


▲ Hitomi is the high school sports cutie of the bunch, but beware of her punch. Sorry.

▲ The dressing gown of Kasumi wasn't built for fighting or windy conditions. It keeps her warm and toasty though.

▲ Leifang dons tasteful oriental tailoring, and wears cute but very deadly ponytails.

▲ Christie wears a rather fetching Victorian outfit, rather than her alternative silver lycra jumpsuit. Talk about chalk and cheese.



Helena takes time out of a bouncy battle to regain her strength and power. Phwoar!

Blue Planet!

It often goes aqua mental. Look at the watery antics!

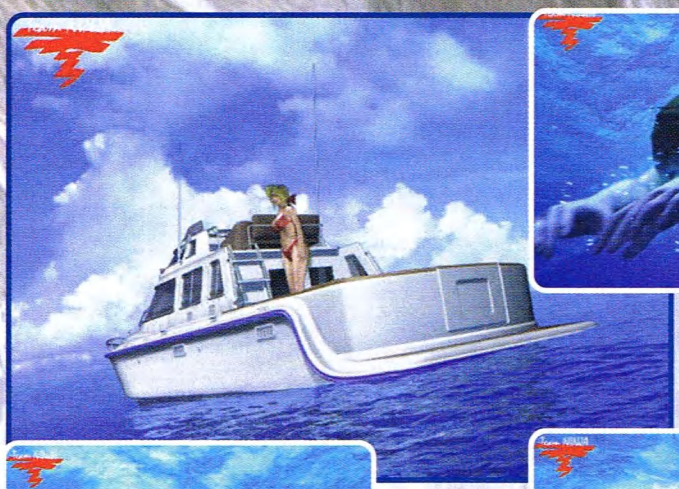
A lovely sandy beach, just ready for a relaxing punch up and a quick wrestle.

Helena manages to swim outside the underwater arena in a cutscene.

We're sure all this water action isn't just an excuse for bikinis and thongs.

It's All Over... Or Is It?

Tecmo have confirmed they are working on another Xbox *Dead or Alive* game, so don't cry when you see the boob-obsessed ending, which can also be viewed in widescreen.



▲ ... But decides to abandon the yacht for a life at sea.

▼ In the water she magically develops mermaid lungs which enable her to breath underwater. A prize fighter *and* swimmer.

▲ After beating everyone to a pulp, Helena sets off on her yacht with her winnings...

◀ Shut your mouth, you'll drown! Helena does her dead kipper impression perfectly.

Show Off!

Although Team Ninja deny it, *DOA3* features a bird scene almost identical to *Virtua Fighter 4*. Tomonobu Itagaki said it was purely coincidental that they came up with the same ideas. Hmm... Do we believe him?

First we see a flurry of birds in the arcade version of *Virtua Fighter 4*...

Does this look similar? Team Ninja offer punters more birds on Xbox!

The Ways to Play!

Tag, Practice, Story and Arcade mode just scratch the surface. Theatre mode lets you view cutscenes and endings, and shows how many hidden ones you're missing!

▼ The Story mode is single-player only, but has an entertaining plot to keep you rivetted. Not just mindless, this is thoughtful fighting, you know.

◀ Team Battle mode offers each player up to 10 fighters to choose from, which you can use against each other in a marathon battle. That's serious computing power.

Button Bashing!

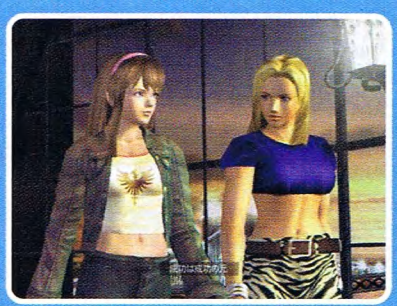
We played with the normal pad and the smaller, cuter Japanese pad, and found the smaller pad better due to its accessible button lay out. We hope third party firms develop a small UK pad, or even an arcadey joystick.

◀ The US pad has a six button layout but *DOA3* uses only three main buttons. The D-pad's a bit odd, too.

▶ Here's the fighter friendly, mini Japanese pad with solid D-pad. As the buttons are closer, it makes it easier to pull-off combos. Your fingers don't have to travel so far.

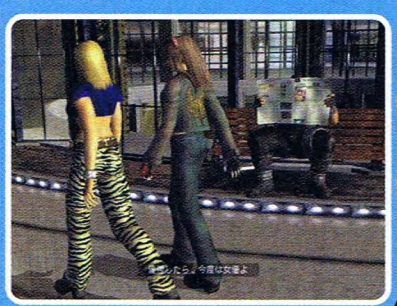
What's the Story, Morning Glory?

Select the Story mode option and you'll be treated to some glorious intermissions that have barely noticeable, minuscule loading times - visual brilliance. Here we see the cutscene where Bass gets himself agitated by the presence of sparring honeys Tina and Hitomi - and their lack of bras! Oo-er missus! Voyeurs, they're everywhere these days.



▲ a"Aren't you cold without a jacket on dear? Ooh, look at that big fat munter staring at us over there!"

▲ "Fat! Who said that? I am just big boned, you know. And at least I have a waist ya dumb lollipops!"



▲ "We feel sorry for you, Bass. Here's a new paper so you don't have to perv. You silly chubber!"

First Impressions

3D fighting takes a leap forward

You've discovered that *Dead or Alive 3* is the most technically impressive console scrapper we've yet seen, and that it completes a brilliant trilogy of boob-laden fighters.

But no doubt you're unsure about the quality of the machine it is running on, and the small (or, rather, large) matter of Xbox's pad.

True, playing the game can feel a bit strange when using the huge pad, but the simplicity of the controls allows you to pull off combos with ease. And, of course, we can expect a huge range of third-party pads and joysticks to be available for the UK launch in March too, so you'll be able to find a pad to suit your hand size.

For fighting fans, a super console with a hard drive is like a dream come true, due to the level of detail that can be added. The massive levels mean that you can fall through the floors of arenas into a small house and carry on fighting. The beach scene is as far reaching as a huge 3D platformer too – you'll believe that fighting games are going to change radically on Xbox.

If Sega gave us the first 3D fighter in *Virtua Fighter*, Tecmo have given us the next leap to multiple layered, hyper-realistic scrapping.

GOOD COP BAD COP

As breast-tastic as *Baywatch* and as complex a beat-'em-up as *Tekken*. Surely it's gonna be a winner?

It's revolutionary looking, but still a side-on fighter rather than the next fully 3D leap forward.

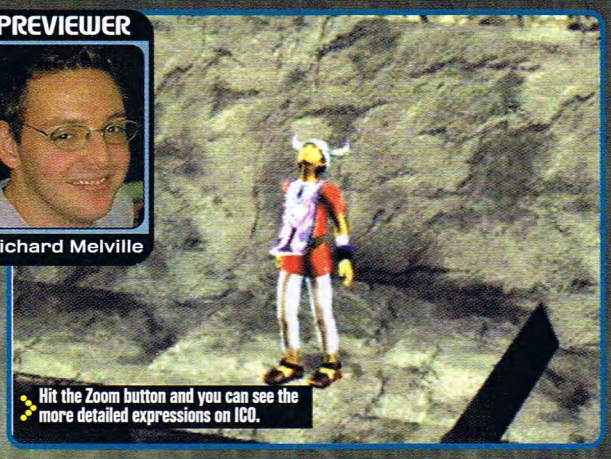
WHERE IT'S AT

Tecmo are cunningly adding extras to the UK version as we speak. Some compensation for the long wait.

OUT: MARCH | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SCEJ | **PUBLISHER:** SONY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0207 533 1400 | **PLAYERS:** 1

PREVIEWER

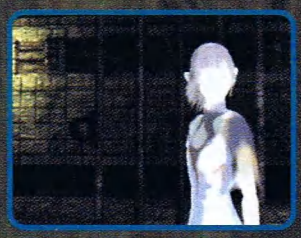
Richard Melville



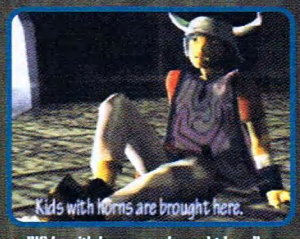
Hit the Zoom button and you can see the more detailed expressions on ICO.

ICO

He may have horns, but he's only a little boy and is not, in any way, an evil monster. You discover his secret past as the game progresses – prepare to be surprised!

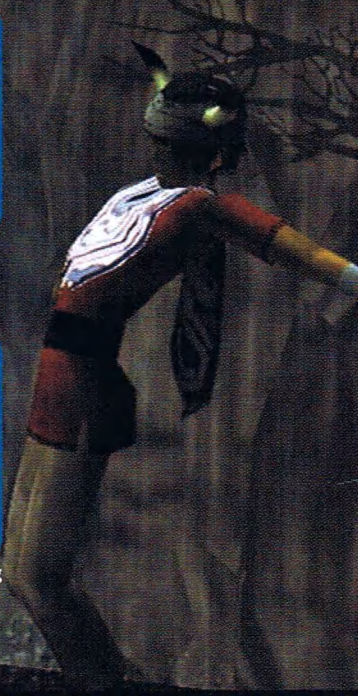


Princess Yorda is a pale, elfin creature who looks like a ghost. You'll have to rescue her at the very start of the game and lead her to safety from an evil boss.



"Kids with horns are brought here" booms a mysterious voice. ICO has horns, yet has avoided the death penalty that his parents demanded. Poor soul!

Today was not a good day for sunbathing and his hat was beginning to cook his head. Why is ICO here and how the hell can he get out of the weird world he's been put in?



NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

He's **horny, he's young** and he's **desperately seeking a princess** in his **quest for glory**. Aren't we all?

Adventures on PS2 have only just begun to come of age, with *Silent Hill 2* leading the charge. But now Sony have an idea for a very odd adventure.

ICO follows the spooky footsteps of Konami with an original adventure that looks like being one of the most 'different' games for 2002.

In fact, *ICO* is as much of an RPG as an adventure, but without any turn-based battles. Cloaked in mystery, you play a horned boy named ICO who is sentenced to death due to his spiky head gear. As you start the game, ICO manages to escape the tomb which he is placed in by his fellow villagers, who fear he is evil. Death is not an option for the son of Jamiroquai, it seems.

Softography

These guys have also made...

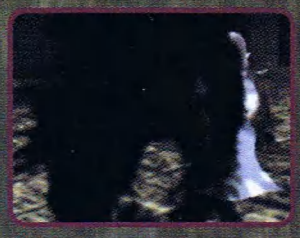
This is Football	62%
Medieval	63%
C-12 Final Resistance	69%
Formula 1 '97	90%
Rollcage	81%
Wipeout 3	92%

COSMIC GIRL

In his quest to find Princess Yorda, ICO traverses gothic environments which, even at this stage, look more inviting than the boring and familiar locations in *Soul Reaver 2*. Panoramic views of castles in clouds look great and, when exploring locations with the Roaming View function, you'll sigh at their fairytale beauty.

ICO will not be character-based, but instead will rely on a captivating plot and intuitive gameplay. ICO is able to mount ladders and window ledges, swing on hanging chains with ease, and can direct and call other characters – just like people in a certain *Oddworld* game. Fingers crossed, this will give PS2 owners a reason to stay up late into the night.

> "... *ICO* is an RPG-style adventure but without turn-based battles..."



The shadow boss manages to eerily lift Princess Yorda. Save her – and quickly!

Black Death!

The first boss that you'll come across is literally a shadow, similar in appearance to a thick cloud of black guff. The beast will try and drag dear Princess Yorda into the floor. He can be defeated with a mere wooden stick though.

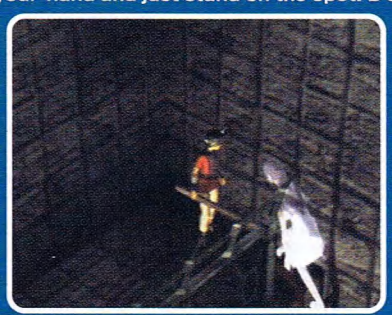
Is that a stick I see before me? I must be able to use it to assault that black thing, but is it strong enough?

Aha, there you are. Behold the power of my stick, giant beast.

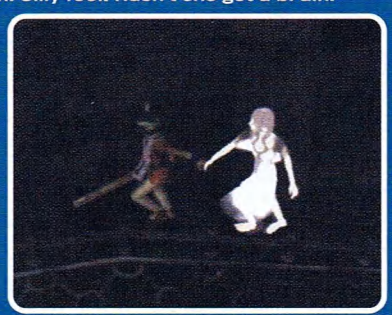
Hold My Hand and Follow Me!

Use R2 to holler at the dainty Princess Yorda and she'll follow you as closely as Robbie Williams chases Nicole Kidman. Touchingly, you can even hold hands if you're venturing through a really scary area. When you first come into contact with her, you'll need to call her and then help her escape from the first boss. If you don't pay attention, she'll wander off and if you're too fast, she'll let go of your hand and just stand on the spot. D'oh! Silly fool. Hasn't she got a brain?

Free Yorda from her cage and you become her guide. Just don't call her Yoda. That really offends a lady.



Come on, girly. You know you can make it! What do you mean 'my stick is in the way?' Jump for your life!



ICO holds the hand of Yorda when precise movements are needed. If he doesn't, she'll wander off alone.

GOOD COP BAD COP

ICO looks offbeat and original, with a weird plot that will keep you interested and eager to discover more.

The simple controls and lack of characters may disappoint gamers in search of something meatier.

WHERE IT'S AT

ICO is finished and Sony are translating the game from Japanese to English as we speak. Hoozah!

OUT: MAY | FORMAT: PC | PRICE: £30 | DEVELOPER: RAVEN SOFT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01895 456 700 | PLAYERS: 1-4

The heavy weapons can blow enemies off their feet for full force fragging!

You don't want to shoot me. Kneel under my lightsaber. The Force commands it.

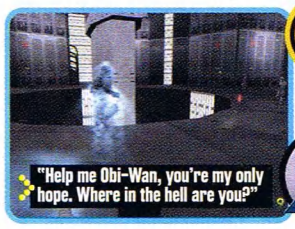
▲ I see you with my trusty binoculars but I can't shoot you as I only have a lightsaber.

▲ He's ugly and he's got a valuable crossbow – there, two reasons to kill him.

Star Wars Jedi Knight 2: Jedi Outcast

Fed up of **soldiers and guns?** Use **the force and a lightsaber!**

The bread 'n' butter of Jedi combat – laser fire-repelling lightsaber!


"Help me Obi-Wan, you're my only hope. Where in the hell are you?"

GOOD COP BAD COP

Guns, Stormtroopers and a real chance to explore the Force – it all adds up to pure excitement.

No Luke and new, never-seen-before levels might spoil the authentic Jedi feel. We want the film experience!

WHERE IT'S AT

Still at least four months away, but at least it's not being rushed, with Mr Lucas himself wielding a large whip.

***Jedi Knight 2* allows you to duel with lightsabers and snipe Stormtroopers.**

A *Star Wars* first-person shooter is a dream come true for fans and, though you play as struggling Jedi Kyle Katarn rather than Skywalker, the prospect of fragging Darth and co sets our sabers alight.

Kyle's mission is to ruin the evil plans of a rival dark Jedi by using weapons such as Thermal Detonators and Force Lightning. The environments are based around Cloud City, along with brand new locations designed in classic style by FPS kings Raven Soft, who have already proved their worth with *Soldier of Fortune*.

Shooter fans will also warm to the *Quake 3* engine, and trigger happy *Star Wars* fans should be wobbling with excitement as *Jedi Knight 2* stealthily approaches...

PREVIEWER: Richard Melville

OUT: MARCH | FORMAT: GBA | PRICE: £35 | DEVELOPER: NINTENDO | PUBLISHER: NINTENDO | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01932 895 390 | PLAYERS: 1-4

New Tricks!

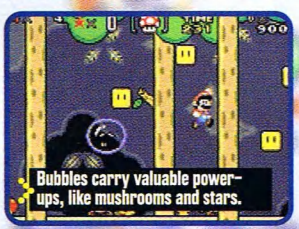
Super Mario Advance 2 has a Never Before Seen four-player mode, new title screen, and more secrets to discover.

▲ The title screen houses secrets – complete the game and get a surprise!

▲ Get out of my pipe! Four players can link-up and have a shell flinging fight.

▲ Take various routes round the map. Will they be the same as SNES' ones?

Remember the underwater bits? No? The music goes all sub-aqua.


Bubbles carry valuable power-ups, like mushrooms and stars.

Moving platforms and flying animals demand pixel-perfect jumping of you!

Super Mario Advance 2

Mario is ready to rock on GBA again.

***Super Mario Advance* was good, but *SMA2* is based on one of the best games ever: *Super Mario World*, the SNES stunner of 1990.**

The GBA version is an exact replica of the SNES classic and comes with the full quota of 96 levels, genre-defining gameplay, and masses of hidden secrets. If you want to complete it, you'll be looking at a quest of at least 25 hours.

This GBA remake includes a four-player single screen Battle mode – just like *Super Mario Advance*, but with new enemies and power-ups. Also included are frantic scrolling levels that move in four directions – you won't have seen them elsewhere on GBA. Cuties such as Yoshi and Toad appear too – this is the *Mario* game where you actually ride Yoshi! It's also the game that taught Rayman how to walk and showed Crash how to bottom bounce.

Vintage *Mario* doesn't get better than this, and you'll strive to conquer all the levels come March, as *Super Mario Advance* could even surpass *MK: Super Circuit* as the ultimate GBA game.

▲ Indoor levels can rotate 360º, so watch out when the screen starts to shake!

GOOD COP BAD COP

It's based on one of the best platformers ever, and it comes with a brand new four-player mode.

If you're a veteran gamer, this may all seem too familiar and you may be yearning for an original GBA *Mario*.

WHERE IT'S AT

Shigsy's adding English text so we can play it without getting confused. Review for you next issue!

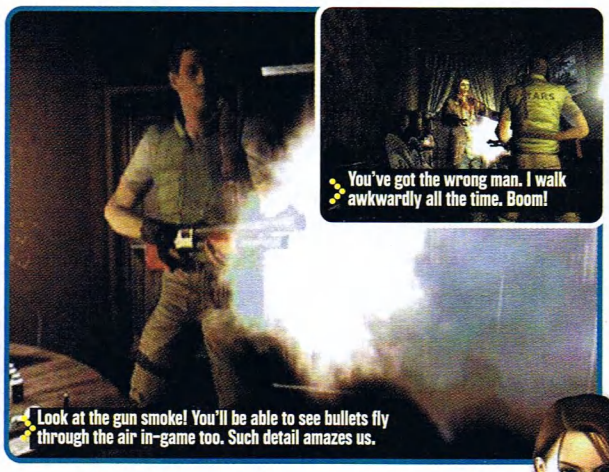
PREVIEWER: Richard Melville

OUT: MAR (JAP), TBA (UK) | FORMAT: GC | PRICE: TBC | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: NONE | OTHER FORMATS: PS, PC | CALL: 0208 846 2550 | PLAYERS: 1

PREVIEWER

Richard Melville

Blast a Hunter from a distance and he'll growl, pick himself up, and jump towards you for a second shot.



Look at the gun smoke! You'll be able to see bullets fly through the air in-game too. Such detail amazes us.

You've got the wrong man. I walk awkwardly all the time. Boom!

▲ Chris reels back in sheer horror as he adopts a real-life starring part in *The Revenge of The Zombie Toe Suckers.*

▲ Do you think you really need that kneecap, sir? I don't think you do. What about the head? It would be nice with green beans.

Resident Evil

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

The **scariest, most violent game of 2002** is **bloody, brutal** and **exclusive to GameCube!**

2002 is the year survival horror exclusively defects to GameCube, giving you a damn good reason to buy one.

You already know that it's based on the first *Resi*, with all the enhancements that GameCube power allows.

These new screens show Chris Redfield blasting the chests of Hunters in the most disturbing way – the monsters now wretch and scream as their guts hit the floor. When zombies are hit up-close with a shotgun, their heads fly, leaving only a shard of spinal cord and shiny blood spurting from their neck. Shooting firearms causes lovely gun smoke to flow from the barrel too, which sometimes clouds the action if using a shotgun.

SHADOWS

Capcom, in a bid to make you replace every light coloured pair of trousers you own, have added panic-inducing lightning and thunder effects too. This means that dark corners can suddenly be lit for a few seconds and then descend into darkness once again – you'll only get a few seconds to see if a demon dog was lurking in the dark. The hounds of hell can now grab your arm if you swipe at them, and think nothing of biting your head off. Erk!

If *Silent Hill 2* made you cack your pants, then *Resi* will give you a heart attack and make PVC underwear seem appealing.

... Heads will fly, leaving only a shard of spinal cord and blood...

The tension of the original will be preserved but, as lots of you will have played the original, expect Capcom to stuff surprises in. We've already seen outdoor bits which look new and have hordes of realistic ravens attacking the skull of Chris Redfield. All that remains to be revealed are the remastered cutscenes and fearsome bosses. More gore next issue!

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resi Evil Code: Veronica	94%
Onimusha: Warlords	90%
Code: Veronica Complete	92%

Monster!

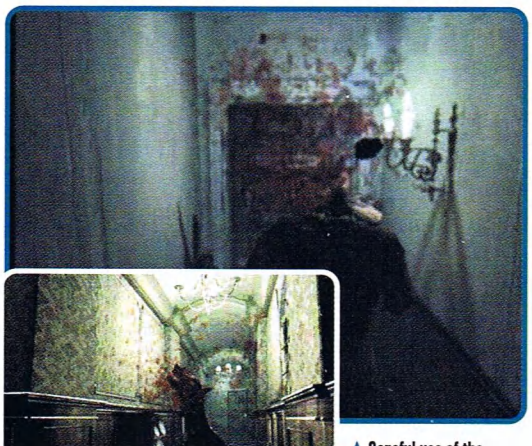
There be monsters in these here parts, but you won't have seen any that look as good as this before. Just make sure you spot them before they spot you – and make you look a lot less pretty.

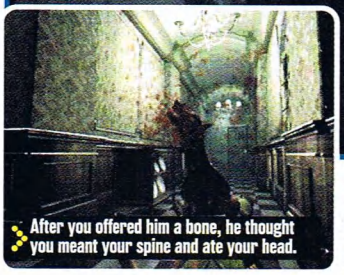
▲ This time round you can even see the minute detail in the eyes and teeth of a Hunter – and just look at those big claws! We're afraid.

▲ Ugh, the troublesome hounds who are clearly from hell, as their burnt flesh exterior demonstrates.

Where's Your Head At?

The ability to lose your head, or take someone else's, has never been greater than in *Resi*. Let's play Spot the Head.





After you offered him a bone, he thought you meant your spine and ate your head.

▲ Careful use of the shotgun means you can achieve quick kills, and they can lead to a game of skull squash. Strike one!

These ravens don't eat bread, confusing the word with 'head'. Clean yer ears.

GOOD COP BAD COP

The blood, the gore and the guns are all back in town, and Shinji Mikami has some surprises in store.

There's not a lot wrong, except that Nintendo haven't given UK a GameCube yet, which delays the UK release of *Resi*.

WHERE IT'S AT

Although it looks finished, *Resi* won't be released in Japan until March, and a September UK release looks likely.

OUT: TBC

FORMAT: GBA
PRICE: £35

DEVELOPER: NAMCO
PUBLISHER: NAMCO

Tekken Advance

Namco take the battle for the **best beat-'em-up** to Ninty's wonder.

▲ The menu screens look identical to those of the PS version, but will the in-game fighting be as good?

▲ Every character is included from *Tekken 3*. Expect two-player matches to last forever. Well, almost.

Tekken 3 was the defining moment for PSone – up there with _GT_ and _MGS_ in terms of all out 'wow' factor.

Namco are hoping they can do the same with *Tekken Advance* on GBA. "But how?" you ask, thinking of *Tekken 3*'s gorgeous polygons.

2D OR NOT 2D?

In a similar way to *Mario Kart*, Namco have used GBA to portray a fast moving 3D environment, but all characters are 2D sprites – animated to look just as nice as if they were in full-on 3D. All your fave characters have been wedged in from *Tekken 3* and you can fight a mate by linking two GBAs.

Even the gameplay should be ported successfully, as the two punch and two kick buttons suit GBA's four-button set up perfectly. The only problem we foresee at the moment concerns the *Batman*-style comic book flashes that appear once you perform a combo. We hope Namco don't let them get in the way of seeing the action in the biggest fight on a handheld ever!

Mini Combos!

The GBA is tiny, but this hasn't stopped Namco including every combo and move from _Tekken 3_!

When blows connect, tiny explosions show the impact of the attack. Expect to see a lot during combos!

Expect to see lots of parallax backgrounds, as seen in the top *Mario Kart: Super Circuit*.

Combo heaven! The flashes show you where you're hitting an opponent. Pay attention and learn the best combo.

All the character's star moves are included, from Yoshimitsu's barrel roll to King's 360º throw. Just bring it!

GOOD COP BAD COP

A good fighting series makes it to a handheld at last, woo hoo! Link-up with a mate to do battle.

Traditional side-on 2D fighters such as _SF2_ might be more suited to GBA. Will the 3D effect look unconvincing?

WHERE IT'S AT

They've squeezed the fighters, arenas and costume changes into a cart. It's almost out in Japan, so review soon!

REVIEWER: Richard Melville

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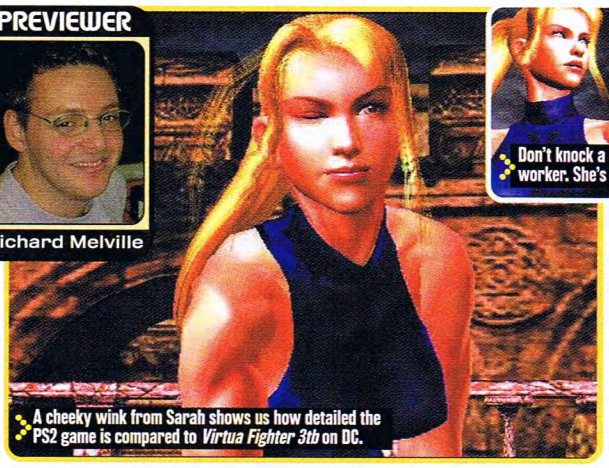
OUT: MARCH | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SEGA AM2 | **PUBLISHER:** SONY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** ARCADE | **CALL:** 0207 533 1400 | **PLAYERS:** 1-2

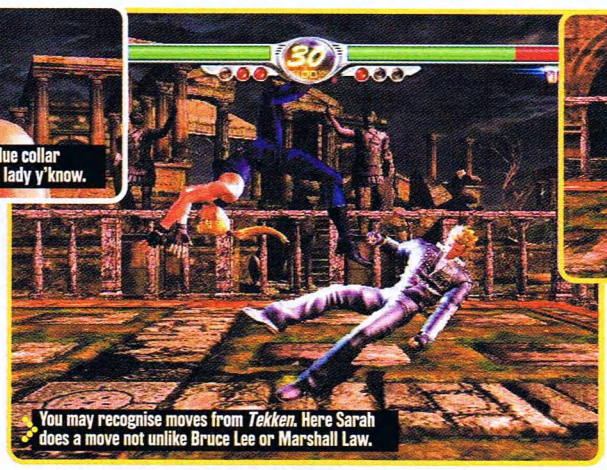
PREVIEWER

Richard Melville

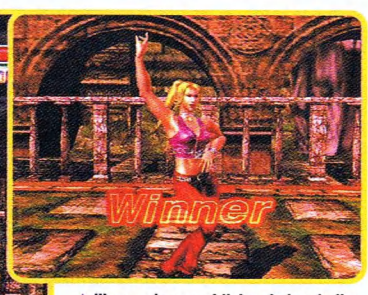


A cheeky wink from Sarah shows us how detailed the PS2 game is compared to *Virtua Fighter 3tb* on DC.

Don't knock a blue collar worker. She's a lady y'know.



You may recognise moves from *Tekken*. Here Sarah does a move not unlike Bruce Lee or Marshall Law.



▲ 'I'm a... slaaaave 4 U. I can't deny it, I'm not trying to fight it!' Sarah does Britney.

▲ The latest and greatest trick move in *VF4* is the knockout BO Pit Waft. Lethal.

Virtua Fighter 4

LATEST ...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!... LATEST

Akira, Wolf, Sarah and the gang are all here for the first time on PS2.

Arcade Vs PS2: Round One!

The journey from arcade to PS2 has been a long one. The screens below show what sacrifices have been made to make the game work on the home console.

▲ The arcade Akira has detailed shading and a smoother feel, and there are processor-hungry birds flying about.

▲ Akira looks a tad rougher, but most details are here. We doubt the outdoor levels will feature birds, however.

Dark Dance!

Night fighting gives Sega an opportunity to show off their snazzy new lighting effects, shadows, and even the neon cityscapes in the background. Sadly, this doesn't mean you can simply crawl into a corner and hide from your opponent. Come out from the shadows and fight like a real warrior!

▲ Jacky attempts to lift Sarah off the floor with just one hand. "I have the power! Hrrnggh! Just."

▲ "Joking and laughing about my new cherry Lycra super suit, are you? Here, have a slap for your cheek!"

So you want to take me on in a fight, do you? If you own a PS2, until recently you've only been able to play *Dead or Alive 2* or a lacklustre *Tekken Tag*. Now, however, with *Capcom VS SNK 2* here, the two titans of the genre are preparing themselves for the show 'em how it's done PS2 pampering treatment.

Tekken 4 has yet to be seen in PS2 form, but Sega have ambitiously released early screens of their *Virtua Fighter 4* conversion, beating Namco at the first hurdle.

For those of you unfamiliar with the arcade game, all the 11 of the classic *Virtua Fighter* contestants are included here, along with two brand new characters: Lei Fei – a Shaolin Monk – and Vanessa Lewis, a cute martial arts expert.

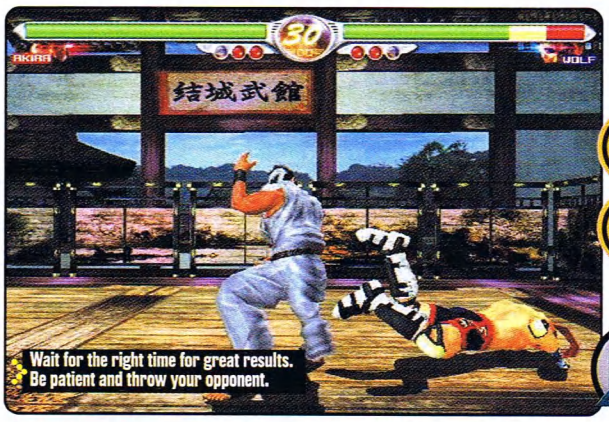
"...The gameplay is based around strategy and defending yourself..."

PRO FIGHTER

The famed gameplay of the series is heavily based around strategy and you'll need to pay attention to defending your corner, rather than merely executing a flurry of flying super combos. In fact, so serious is the fighting, each fighter uses a specific martial art technique, from ju-jitsu to er, pancratium. Hmm, sounds painful.

Whichever way you choose to clobber each fighter, *Virtua Fighter 4* remains one of the most convincingly entertaining beat-'em-ups heading to PS2, under the guiding hand of Sega supremo Yu Suzuki, who gave us the first ever 3D fighter. *Virtua Fighter 4* never made it on to the Dreamcast, with Yu Suzuki saying that he would only make the game on a platform that could do justice to the arcade version. It seems PS2 is that platform.

This is Sega's biggest game for an alien platform yet, and hopes are high that they can shine on PS2, putting their Sony rivalry firmly behind them and making sure the biggest fight is in-game.



Wait for the right time for great results. Be patient and throw your opponent.

Softography

These guys have also made...

Shenmue	92%
Crazy Taxi	90%
Virtua Tennis	94%
House of the Dead 2	81%
Sega Bass Fishing	82%
Virtua Fighter 3tb	90%

GOOD COP BAD COP

It's about time PS2 had a truly high quality beat-'em-up, and this looks like it might take the platform's mantle.

In the light of Xbox's *DOA3*, we wonder if PS2 can do the game justice and claim the overall console prize fighter crown.

WHERE IT'S AT

It's at testing stage, where gameplay is finely tuned and evaluated by Sega heads. You'll have it in a few months.

MULTIPLY, ADD

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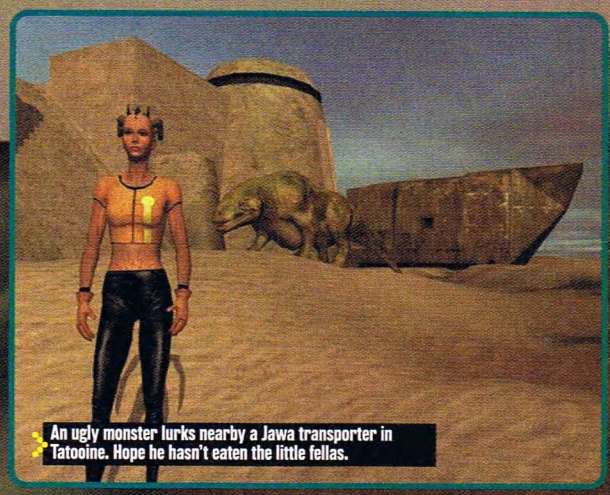
OUT: SEPT | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** LUCASARTS | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 01753 756 100 | **PLAYERS:** 1-32

PREVIEWER

Tom East

▲ We've never seen Tatooine looking as good as this in a videogame before. It almost looks like a still from the films. It really is incredible stuff, and we can wait to play it.



An ugly monster lurks nearby a Jawa transporter in Tatooine. Hope he hasn't eaten the little fellas.

Star Wars: Galaxies

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Forget *Rogue Leader*! This incredible online RPG is set to be the best looking *Star Wars* game ever.

Calling all followers of the force. Forget the new, lovey dovey movie 'cos *Galaxies* is looking like the most complete *Star Wars* experience for 2002.

In *Jedi Knight 2* you must play as a Jedi and slash some Siths, but here you choose from eight different species and do whatever you like in a huge *Star Wars* world. So if you want to be a bounty hunter like Boba Fett, travel the stars looking for Han Solo-style crooks, you can

LIVE THE DREAM

In fact, everything you've ever wanted to do in a *Star Wars* game has been squeezed into this massive online RPG. Get involved in the intergalactic civil war, fly space ships and shoot Stormtroopers, or train to be a Jedi, build your own lightsaber and turn to the dark side. But if that's too exciting for you, you can just hang out in a catina.

But of course you'll have to build up your skills if you want to be a bounty hunter. Other online players can set you missions to complete and, if you win some scraps too, your combat stat will go up. And you can acquire skills by chatting to creatures.

> **"... Famous characters will be roaming round famous locations..."**

The action all takes place after the destruction of the Death Star, so Obi-Wan is dead, but characters such as C-3P0 and R2-D2 will be roaming around famous locations like Tatooine and Naboo. You can't play as the stars, just as a lowly (to begin with) example of the same race. But you can alter your character's appearance so your wookiee alter-ego looks like Chewie, for example.

This is could be one of the most amazing online experiences of 2002.

Softography

These guys have also made...

Star Wars: Dark Forces	68%
Star Wars: Demolition	51%
Jedi Power Battles	68%
Star Wars Episode 1: Racer	84%
Escape from Monkey Island	90%
Star Wars: Dark Forces	76%

Star Cars!

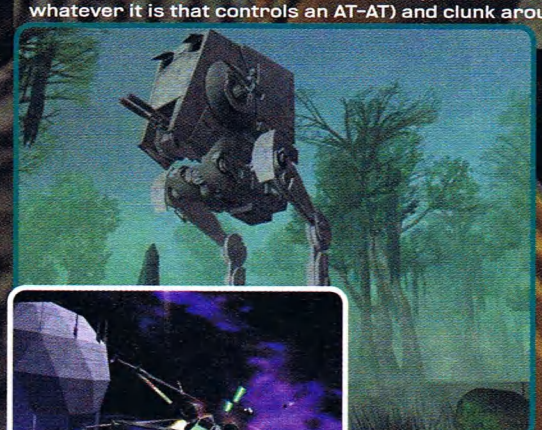
Yes, before you ask, these are in-game shots. Yet, these eye-popping Tatooine scenes look like they've been taken from the first (sorry, the fourth) film. Unfortunately you can't play as a Jawa, C-3PO or R2-D2, but we can't wait to bump into them for a chat.

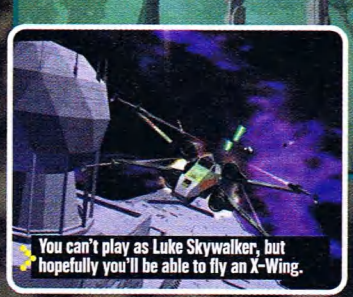
▲ C-3PO speaks thousands of languages, so you should have no problem chatting to him.

▲ If you could play as R2 it would get a bit silly, as there could be loads of them squeaking around Tatooine.

Classic Vehicles!

You could just be a boring old shopkeeper, but if you want to get some serious *Star Wars* kicks, you had better start controlling some vehicles. Unfortunately, it hasn't been confirmed whether or not you can get behind the wheel (or whatever it is that controls an AT-AT) and clunk around Hoth. Still, they're good to look at, even if you can't drive 'em





You can't play as Luke Skywalker, but hopefully you'll be able to fly an X-Wing.

▲ The AT-AT's little bro', AT-AT-ST Walker, wanders around the forest. But where are the Ewoks?

You can destroy these things in *Rogue Leader* on GC, but hopefully you'll be able to control an AT-AT in *Galaxies*.

GOOD COP BAD COP

Chatting to all the characters from the films will be amazing. This looks like the most complete *Star Wars* game ever!

The only thing missing is a good old *Star Wars* story to follow. There are some missions, but there is no plot.

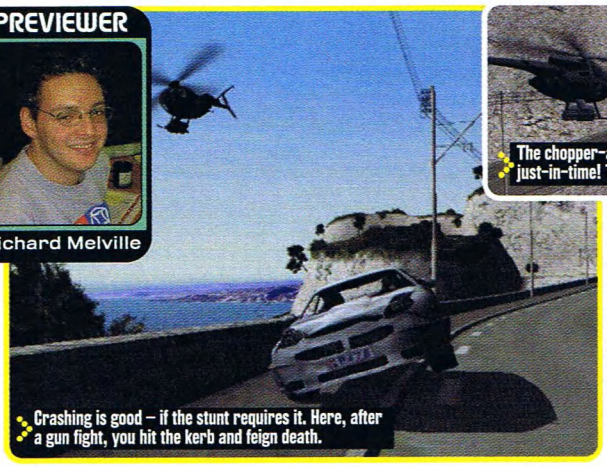
WHERE IT'S AT

It's meant to be released in summer but, as it's so huge, it could be longer. Don't expect it till August at least.

OUT: MARCH | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** REFLECTIONS | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 222 9700 | **PLAYERS:** 1

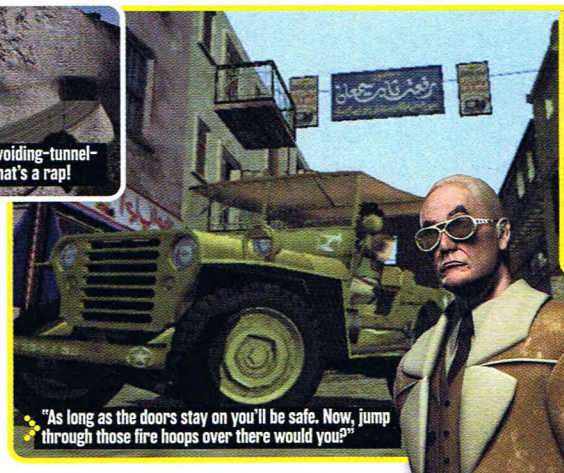
PREVIEWER

Richard Melville

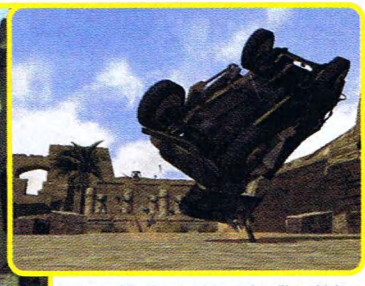


Crashing is good – if the stunt requires it. Here, after a gun fight, you hit the kerb and feign death.

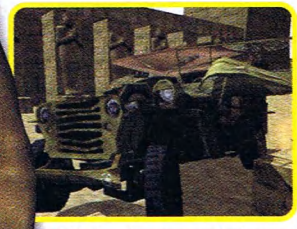
The chopper-avoiding-tunnel-just-in-time! That's a rap!



"As long as the doors stay on you'll be safe. Now, jump through those fire hoops over there would you?"



▲ Luckily, bombs are used to flip vehicles rather than to kill rubbish stuntmen!



▲ Sadly, when stunts go bad you end up with a big messy pile of metal. Like this.

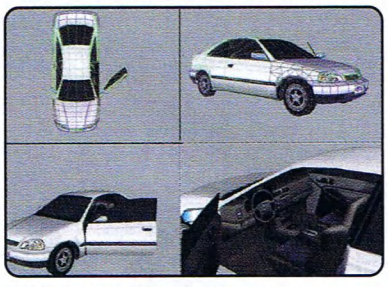
Stuntman

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

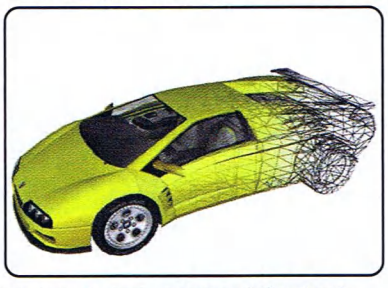
Lights, camera and action as you begin the most dangerous job in the world!

He's Got a Brand New Car!

Want a tank or sports car? It's not up to you. You get whatever the director tells you. Look at these and go joyriding.



▲ A sleek, speedy Merc is just the vehicle you need for keeping up with a sophisticated gangster car chase.



▲ In James Bond mode, a sports car is the only option. This won't be pristine after you've ragged it over ramps.

▲ Bang, crash, wallop! It's the familiar sound of the police but there's no siren going off here sir!

Ever wanted to be a stuntman? No, we don't blame you. But we'd bet you'd love to throw cars around in real life – if it wasn't so damn dangerous.

Developers Reflections are nearer to giving you a chance to be a stuntman on PS2, as these new screens show.

We see desert scenes in a clapped-out jeep – proof that *Stuntman* will be varied and far from repetitive.

... Wince when you make a mess of the job by knackering a sporty car...

It's this kind of expectation that earns *Stuntman* a place in our Top 50 too. After the jeep, we see a speedy, silver Toyota-style sports car, trailed by a menacing helicopter. If you've seen *For Your Eyes Only* or *Charlie's Angels* you'll recognise the chase scene, and you can play with the angle and style of the shot.

PEDEADSTRIANS

Reflections are working on the pedestrians in the game but, as in *Driver*, you won't be able to hack them down on the streets. The vehicles now show painful signs of damage too, rather than the pristine motors we've seen before. You'll wince when you make a mess of the job by completely knackering a sporty model. Reflections have actually had to adjust some of the car models to avoid car manufacturers getting upset when vehicles that are similar to their own get obliterated in violent fender-bending smack-ups.

The fantasy cars mean more destructive fun for everone.

Next issue, we'll be able to bring you more news, more stunt scenes, and even some tanks.

Softography

These guys have also made...

Driver	93%
Driver 2	92%
Destruction Derby	82%
Destruction Derby 2	90%

Like *GTA3*, you can see drivers when car doors fall off, but scenes such as this are more detailed.

Chase Me!

Reflections have taken great care to make sure that you'll feel just like a top secret agent in scenes such as this chase. Watch how the camera angle pans round to give you that authentic Hollywood movie feel. All you need now is a sexy diva piloting the helicopter with a bottle of bubbly in tow. Let's roll!

▲ Near the coast you find you've got company. Make the scene look great by driving straight and not crashing.

▲ The helicopter ventures scarily close to the ground as you zip towards your destination. Don't get put off.

GOOD COP BAD COP

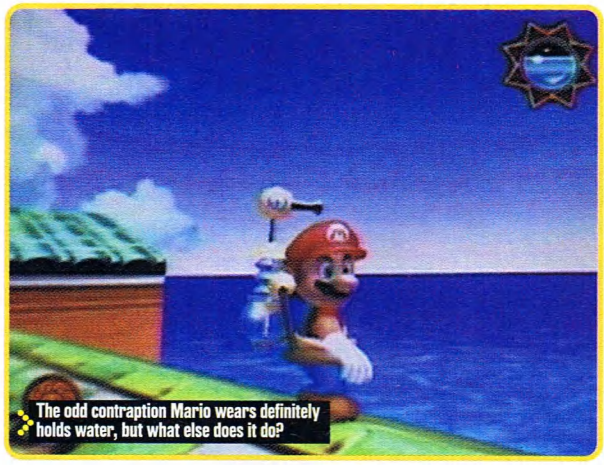
The cool concept and detailed graphics could mean this will be an original driving game for PS2. Brill!

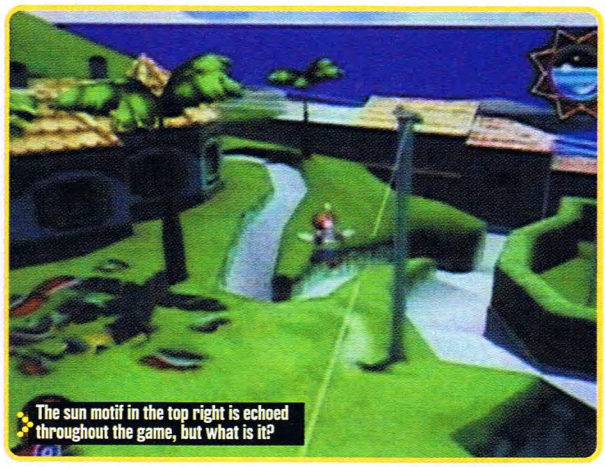
The stunts you are asked to do are often short and we worry about how much longevity this game will have.

WHERE IT'S AT

Reflections are adding last minute details, like pedestrians and final car models. More info next issue.

OUT: DECEMBER 2002 | FORMAT: GC | PRICE: TBC | DEVELOPER: NINTENDO | PUBLISHER: NINTENDO | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01932 895 390 | PLAYERS: 1


The odd contraption Mario wears definitely holds water, but what else does it do?


The sun motif in the top right is echoed throughout the game, but what is it?

▲ The scope of the levels is much bigger than *Mario 64*'s, and the detail is stunning.

▲ *Mario* games let you go anywhere and do anything, but this looks like the best yet!

Mario Sunshine

You've seen Luigi in ghost hoovering action. Now it's his **big brother's turn!**

PREVIEWER: Richard Melville

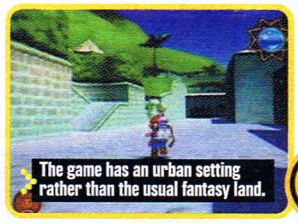
When it comes to Mario, gamers speak about him in hushed tones, as if he is the incarnation of God himself.

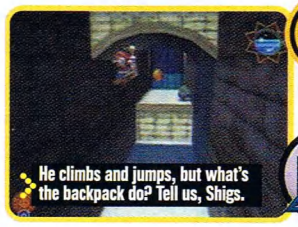
Luigi is different and, although we like *Luigi's Mansion*, we laugh at the green fool and make jokes about him. He's not as much fun as Mario, so the red plumber's GameCube debut is more highly anticipated.

Mario Sunshine is based around the familiar principles of *Mario 64* but you now don a mysterious backpack, and the levels look even bigger in scope than *Mario 64*'s.

If *Mario 64* introduced us to 3D Mario, *Mario Sunshine* is taking the idea even further – bigger, faster and brighter seems to be way forward.

Shigsy's keeping details under lock and key, but we bet it'll the best reason to buy a GC. We just hope Nintendo get it together and release it before Christmas 2002 in the UK, along with a GameCube of course.


The game has an urban setting rather than the usual fantasy land.


He climbs and jumps, but what's the backpack do? Tell us, Shigs.

GOOD COP BAD COP

Polished, inventive and fast fun from the creator of gaming legends, with the star of gaming classics.

Pikmin and *Luigi's Mansion* haven't come close to the standard of *Mario 64*. Shigsy, please don't fail us now!

WHERE IT'S AT

Around 70% complete and all set for a summer launch in Japan. We'll hope to have it by December 2002.

OUT: MARCH | FORMAT: PS2 | PRICE: £40 | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 846 2550 | PLAYERS: 1

Maximo

Run the risk of **losing your trousers** in the **hardest platformer of 2002!**

PREVIEWER: Richard Melville

Okay, so going back to old skool platformers of the '80s might not sound exciting in the new world of *Munch's Oddysee* and *Jak and Daxter,* but it is. Really!

Maximo is an eye-scorching 3D rebirth of the classic and flippin' hard Capcom platformer *Ghosts and Goblins*. You control Maximo in his quest to rescue his beloved Sophia and free the odd sorceress or two along the way, dispatching ghosts and slicing skeletons' bones.

Capcom have kept the pixel-perfect jumping action of the original in tact, and added constantly moving and crumbling scenery. There are no difficulty settings either, so you'll have to play like a pro. At the end of each level, you're given a choice of secret power-ups to use in the next.

Maximo is destined for the hardcore gamer and, if it's deviously exciting hack 'n' slash gaming you're after, Max is the man who can. Just ignore his undies.

My Pants!

On his quest, Maximo can lose his armour and become vulnerable in his boxers. Get tooled up with armour to avoid blushes.

▲ A skeleton feels the love of Maximo's pants. Princess Sophia bought them.

▲ As a baby, that rattle is no use and you can run as fast as a dying slug.

▲ That's it, a flaming sword and a feather for my helmet. Hear me roar!

Skull crushing, head spinning stuff from Maximo's broadsword.

Don't just stand there in your pants, there's someone behind you.

Blazing light effects crowd the screen, especially when Maximo is powered up.

While your sword may be powerful, you'll lose it if you get hammered too much!

GOOD COP BAD COP

Honest to goodness arcade fun is reborn, with a challenging platformer to boot, and it looks dandy, sir.

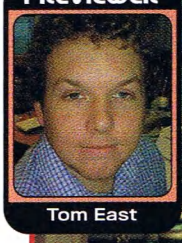
Capcom continue to wheel out remakes and sequels to old games, and *Maximo* is no exception. Where's the newbies?

WHERE IT'S AT

The first three levels are complete and the rest are having minor adjustments. Review coming soon.

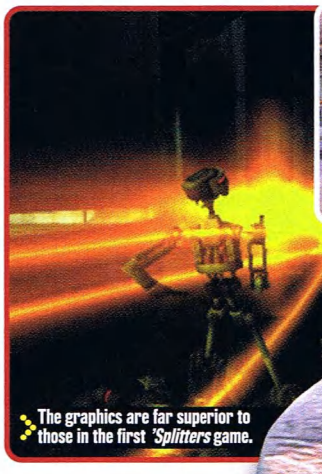
OUT: JULY | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** FREE RADICAL | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** I-LINK | **OTHER FORMATS:** NONE | **CALL:** 0208 8636 3000 | **PLAYERS:** 1-32

PREVIEWER



Tom East

In *Halo* you only get to gun down aliens. But here you can shoot droids, gangsters, spies, and monkeys.



The graphics are far superior to those in the first *'Splitters* game.

There are loads of nasty aliens to shoot.

TimeSplitters 2

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Grab your guns and go back to the future for a time travelling shooter.

TimeSplitters was PS2's lone ranger at launch, but since then it's been pistol whipped by ***Half-Life*** and ***Quake 3: Revolution***.

And, with the likes of *Halo* and *Deus Ex* coming out next year, *TimeSplitters 2* will have a major battle to be the best first-person console shooter.

BOND-LIKE

But after having a sneaky play of the first few levels at a special Eidos event, it's clear it's going to put up a mighty firefight. Set in Siberia, the first level is just like *Goldeneye*, as you sneak

... Sneaking in Siberia, shooting guards and security cameras...

around snowy Siberia sniping guards and shooting CCTV cameras, before lobbing detonators at a satellite dish.

MAIM MONKEYS

It's not all 007-style action though. Bond has a licence to kill, but even he would think twice about shooting monkeys with his silenced Walther PPK. Yet, you'll get the chance to shoot primates in one of *TS2*'s minigames.

See, this isn't a serious shooter like *Halo* or *Half-Life*. After you've blasted the brains out of some cartoony military folk, you travel through time and blast some nineteenth century zombie butt. Then it's on to gunning down fat gangsters in the '30s, and zapping robots with a laser blaster in a futuristic

Softography

These guys have also made...

TimeSplitters.....86%

Robot Wars!

Not the scariest villains you've ever seen, these spindly futuristic bots make even camp old C-3PO look hard. Still, shooting them down with a laser blaster is good fun.

If *TimeSplitters 2* has one thing over *Halo*, it's speed. This is mighty quick.

level. You can even take control of the robot's vehicles.

Again, the plot is a bit pants, but you'll forget about that as you flame-throw your mates in a vast multi-player blowout. With the help of the i-Link, connect up to eight consoles and take on 31 mates. But four-player deathmatches still rock.

Lots of Guns!

There are loads of guns in *TS2*. There's the usual mix of sniper rifles, flame-throwers, and shotguns, but our fave has to be the remote controlled gun, from the first level.

The remote gun is brilliant.

GOOD COP BAD COP

Forget the realism. Sprint down halls with guns strapped to your back, shooting hordes of ridiculous baddies.

Once again, the time travelling story proves to be a bit naff, and we don't approve of shooting no monkeys.

WHERE IT'S AT

The first levels look pretty special at this early stage, so they should be even better when it's released in July.

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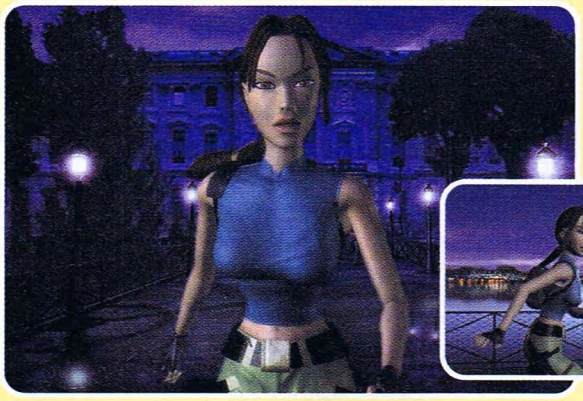
FORMAT: PS2
OUT: CHRISTMAS

DEVELOPER: CORE
PUBLISHER: EIDOS



Has Lara had the Jordan treatment? Her jugs aren't the only thing that will be enhanced for *TR: Next Gen*.

Tomb Raider: Next Gen

WHAT IS IT?

The most famous games character of all time as you've never seen her before! Rather than being a posh do-gooder, Lara Croft is now wanted by the rozzers for murder. So, with the help of a new playable character called Curtis, Lara has to run (and leap) around Paris and Prague shooting people. Apparently it will have an online presence, with bonus levels being chucked on the web.

HOT FACT! The plot in *Next Gen* is too big for one game, so expect to see yet more *Tomb Raider* episodes.

WHY IS IT GOING TO BE BIG?

It's Lara, for heavens sake! And rather than just being *Tomb Raider Chronicles* with better graphics, the story and the gameplay are being changed completely.

WATCH OUT FOR: The RPG-style skill system. If you sprint everywhere and shoot everyone, Lara's speed and accuracy will increase.

FORMAT: GAMECUBE
OUT: Q4

DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

Zelda GC

WHAT IS IT?

Link's first adventure on GameCube, and one of the most controversial games of the year. Okay, it doesn't involve *GTA 3*-style extreme violence, but Link's new look has angered loads of *Zelda* fans, with many thinking that Link's new *Jet Set Radio*-style cel shaded appearance is too cute. Still, *Zelda* GC promises to be as amazing as ever, with a whole new adventure for Link to get stuck into, tons of swordplay and the usual Shigsy genius on show.

HOT FACT! Shigsy didn't like the *Zelda* demo we saw at Spaceworld 2000 so he changed Link's looks. Nutter!

WHY IS IT GOING TO BE BIG?

People will buy GameCube for this game alone. Along with *Mario*, *Zelda* is Ninty's biggest title.

He may look a bit different, but he's still got his shield and sword combo. Ideal for battles.

WATCH OUT FOR: More stealthy sections. See Link tip-toeing past foes without being spotted. It's like a cartoony *Metal Gear*!

FORMAT: PS2
RELEASED: SEPTEMBER

DEVELOPER: NAMCO
PUBLISHER: SONY

Tekken 4

WHAT IS IT?

The biggest fighter in the world returns to PS2 for another bout of super scrappage. So forget about *Tekken Tag*, for this is a proper sequel, with three new characters, a silly storyline, and all-new moves!

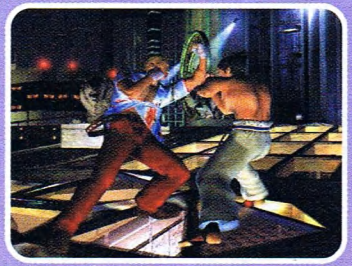
Brit boxer Steve Fox, Japanese Ultimate Fighter Craig Marduk, and Brazilian Capoeria expert Christine Montero are joined in the Iron Fist Tournament by 17 other fighters, including old favourites Heihachi, Paul Phoenix and Jin Kazuya.

As for the action, expect to see *Dead or Alive*-style interactive arenas. For example, if you pull off a tasty combo near a car, it will become solid and your opponent will smack into it.

HOT FACT! New character Steve Fox, is the first British character in *Tekken*. So pick him and beat everyone up!

WHY IS IT GOING TO BE BIG?

Duh, because it's the biggest fighting franchise there is. And, unlike *Tekken Tag*, this is the real deal – a proper sequel.



We haven't seen Kazuya in action since *Tekken 2*, but now he's back fighting our big-haired fave Paul.

Before *Tekken 4* Marshall spent some time as a drunkard, but now he's back fighting Ling Xiaoyu.

WATCH OUT FOR: Jin Kazuya showing up in the stunning opening sequence, after being thought dead for 20 years. It's amazing!

FORMAT: PS2, PC, XBOX
RELEASED: Q3

DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS

Nice Focus, Cols. This is the first in-game shot of *Colin McRae Rally 3*.

HOT FACT! You have to play as *Colin McRae* in the Championship mode. Looks like you'll be in a Ford Focus then.

Colin McRae Rally 3

WHAT IS IT?

Superstar driver Colin McRae gets behind the wheel for his next-gen debut. The rally sections in *GT3* are good, but this is the real deal, as you get involved in every stage of rallying, from setting your Focus, up, to testing and, finally, racing. As always, co-driver Nicky McGrist will be giving his racing advice and grabbing hold of the roll cage when you crash into a tree and smash up your car.

WHY IS IT GOING TO BE BIG?

Colin's not World Champion any more, but his last game was ace – and this one looks even better.

WATCH OUT FOR: McRae's new Ford Focus RS WRC is a whopping 16 times more detailed than his car in *Colin McRae Rally 2.0*.

WTF? 2002

FORMAT: PS2 OUT: DECEMBER DEVELOPER: SQUARE PUBLISHER: SONY

Final Fantasy 11

This massively multi-player game should kick start online gaming on PS2. Less of a cartoon feel and a more open-ended quest bode well for the RPG, which is among the most gorgeous PS2 games we've seen.

WATCH OUT FOR: Play Online, the online hub of *Final Fantasy 11*, where you can meet friends and embark on a quest.

FORMAT: GBA OUT: MARCH DEVELOPER: SEGA PUBLISHER: SEGA

Sonic Adventure

Good old fashioned Sonic is being dragged onto a Nintendo format in a platform quest to threaten Mario, Crash and Rayman. It's also Sega's first GBA title, so hopes are high that lots of effort will have been put into it.

WATCH OUT FOR: GameCube linkage where you breed Chaos like Pokémon and care for them. Aah, how sweet.

FORMAT: XBOX OUT: MARCH DEVELOPER: SMILEBIT PUBLISHER: SEGA

Jet Set Radio Future

Grind your way through the streets of Shibuya once again, in the original cel-shaded skater. The Xbox hard drive means more room for tricks, and animation so smooth that you'll dribble with admiration.

WATCH OUT FOR: Hordes of pedestrians to knock over and multi-player skating. Plus bags of new stunts to pull off.

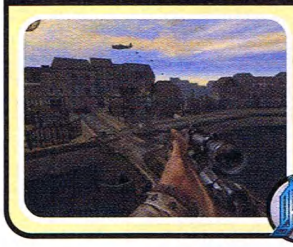
FORMAT: GC/PS2/XBOX OUT: NOVEMBER DEVELOPER: NAMCO PUBLISHER: NAMCO

Soul Calibur 2

Serious, weapons-based competition for *Tekken*, *VF4* and *DOA3*. Namco are refining their arcade game and making *SC2* even better than the heavenly DC *Soul Calibur*. Swords, boobs and speedy play abound.

WATCH OUT FOR: It's the last big fighter out, so it could well be the greatest-looking slapper of them all.

FORMAT: PC OUT: MARCH DEVELOPER: DREAMWORKS PUBLISHER: EA



Medal of Honor: Allied Assault

Tactical, squad-based blasting in a WW2 setting, made by Spielberg's company Dreamworks, who want to make *Saving Private Ryan* a reality on your PC.

WATCH OUT FOR: The Omaha beach scene, which has more than a passing resemblance to the harrowing Tom Hanks film.

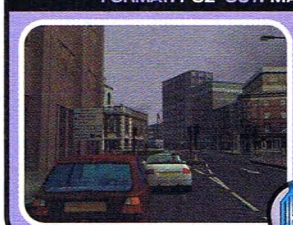
FORMAT: DC OUT: FEBRUARY DEVELOPER: SEGA PUBLISHER: SEGA

Phantasy Star Online Version 2

The last big Dreamcast game is a semi-sequel to their groundbreakingly co-operative online RPG. Sega have issued a new browser too, so you can choose an ISP.

WATCH OUT FOR: Secret appearances from other Sega characters, as the forthcoming GC game features the spiky blue one!

FORMAT: PS2 OUT: MAY DEVELOPER: SONY PUBLISHER: SONY



The Getaway

Lock, Stock-esque blitz through London in fast cars. Imagine *MSR* met *Driver* and had a speed freak sprog. Sony are keeping their 'best kept secret' well under wraps, despite the lengthy two year development cycle.

WATCH OUT FOR: Big Ben as you powerslide like a 16 year old in a souped-up Sierra Cosworth doing 90mph!

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AND THE REST...

Final Fantasy 10

FORMAT: PS2 OUT: FEBRUARY DEVELOPER: SQUARE PUBLISHER: SQUARE
It's finally been translated, and the first 'proper' RPG on PS2 should delight fans, with the most ridiculously epic cutscenes ever!

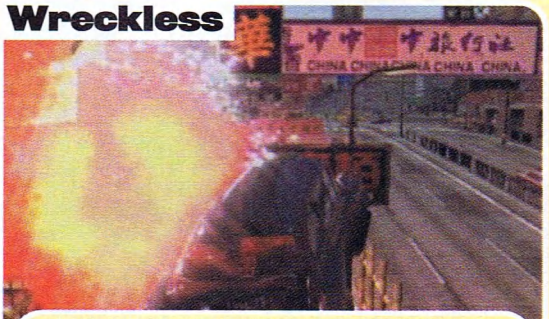
Monsters Inc

FORMAT: PS/PS2/PC/GBA OUT: FEB DEVELOPER: DISNEY PUBLISHER: SONY
Funny monster adventure based on the Pixar film. Expect *Toy Story* humour, simple puzzles, and lots of fluffy beasts roaring at each other.

Project Ego

FORMAT: XBOX OUT: Q4 DEV: BIG BLUE BOX PUB: MS
Create a character, and decide to be good or evil in your quest to be the most powerful human alive.

Wreckless

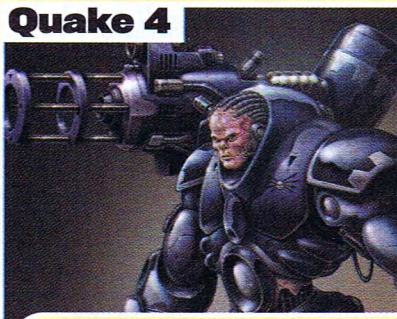


FORMAT: XBOX OUT: MARCH DEVELOPER: ACTIVISION PUBLISHER: ACTI
From the makers of *The World's Scariest Police Car Chases* comes a pile up arcade game that looks at *Stuntman* and starts to rev violently.

The Sims Online

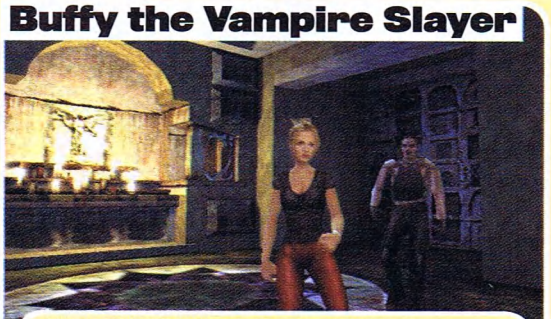
FORMAT: PC OUT: MAY DEVELOPER: MAXIS PUBLISHER: EA
Online is the one ingredient that will make *The Sims* loved by even the most sceptical. Love and *Big Brother*-style knockout voting is included.

Quake 4



FORMAT: PC OUT: MAY DEV: ID PUB: ACTIVISION
Giant FPS returns with a new engine and greater online features. Save for that new ninja 3D card now.

Buffy the Vampire Slayer

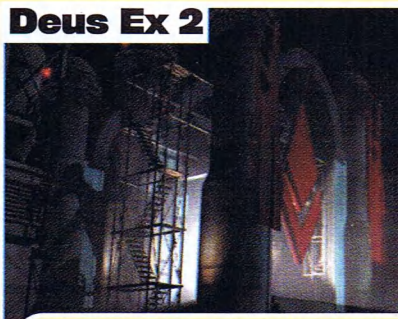


FORMAT: XBOX OUT: MAY DEVELOPER: FOX PUBLISHER: EA
Play as the most realistic babe in any adventure, in a bid to keep Sunnydale free of blood-sucking goths. The big hacker slasher of 2002.

Unreal Championship

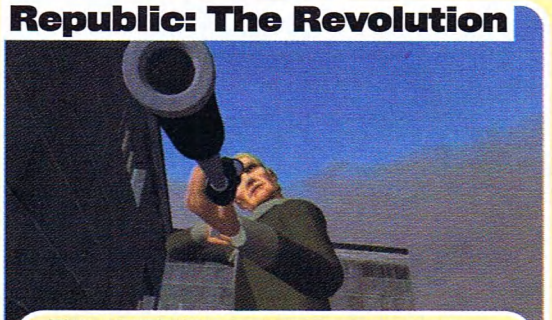
FORMAT: XBOX OUT: JUNE DEVELOPER: DIGITAL EXTREMES PUB: INFOGR.
The *Quake*-worrying deathmatch returns with all guns blazing, huge outdoors areas, vehicles, and the potential to handle 32 players online.

Deus Ex 2



FORMAT: PC OUT: TBC DEV: ION STORM PUB: EIDOS
The sophisticated shoot-'em-up gets a sequel, which promises darker, more open ended sheer genius.

Republic: The Revolution



FORMAT: PC OUT: MARCH DEVELOPER: BIXIR PUBLISHER: EIDOS
Potentially revolutionary in many ways. Inhabit a world with thousands of AI folk, and gather a following to overthrow the government.

Spider-Man: The Movie

FORMAT: PS2 OUT: MAY DEVELOPER: TREYARCH PUBLISHER: ACTIVISION
It's the game of the Sam Raimi film that'll be out next summer. Expect a next-gen development of the successful PlayStation *Spidey* games.

Luigi's Mansion

FORMAT: GC OUT: TBC DEV: NINTY PUB: NINTY
US' fastest selling launch game marks the time for Luigi's turn in the spotlight. A ghost sucking oddity.

AND THERE'S MORE!

HALF-LIFE 2
FORMAT: PC
RELEASED: TBC
DEVELOPER: SIERRA
PUBLISHER: VIVENDI
Gordon Freeman returns to gun down more alien scum in the sequel to one of the finest PC shooters ever.

POKÉMON GBA
FORMAT: GBA
RELEASED: Q4
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
There will be a Pokémon game released on GBA in 2002, but Nintendo have refused to release details as of yet. You'll just have to make do with the new Pokémon Mini handheld for the first half of the year.

THE MATRIX
FORMAT: XBOX
RELEASED: Q4
DEVELOPER: SHINY
PUBLISHER: INTERPLAY
No shots as of yet, but we do know that this will be released at the same time as the new film. So, hopefully you'll be playing as Keanu and shooting down baddies by the end of the year.

CHAMPIONSHIP MANAGER 4
FORMAT: PC
RELEASED: Q4
DEVELOPER: SI
PUBLISHER: EIDOS
The daddy of footy management will return with (gasp!) graphics. Possibly. They're considering top-down viewed matches. Expect full online tactical tinkering too.

DRIVER 3
FORMAT: PS2
RELEASED: Q4
DEVELOPER: REFLECTIONS
PUBLISHER: INFOGRAMES
This is what we always wanted. While *Stuntman* looks ace, it's not as exciting as *Driver 3* (set to be unveiled at the huge US games show E3 in 2002). But the big question is, will it try to take on *GTA3* and ramp up the violence?

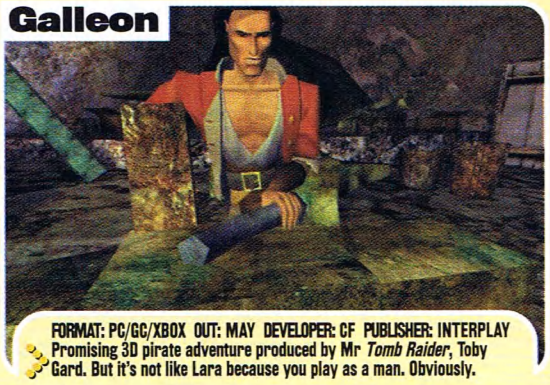
MARIO KART
FORMAT: GAMECUBE
RELEASED: Q4
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
You know the score. Mazza, Luigi, DK and co speed around the track in a souped-up version of *Mario Kart 64*. Hopefully this one will have more unlockable tracks and extra options than the N64 version which, despite being a great multi-player game, was a bit tedious to play on your tod.

DEUS EX 2
FORMAT: PC
RELEASED: DECEMBER
DEVELOPER: ION STORM
PUBLISHER: EIDOS
Using the *Unreal* engine, this is going to be one of the best looking shooters of the year. Playing once

Metroid Prime

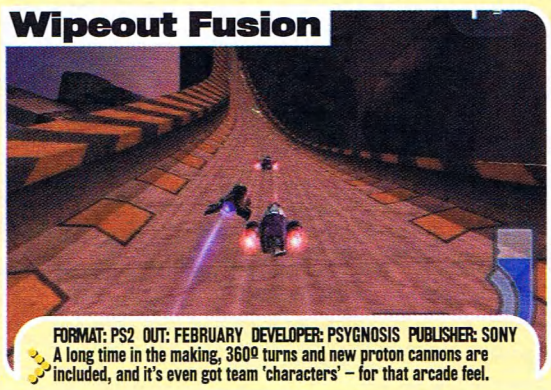
FORMAT: GC OUT: DEC DEVELOPER: RETRO STUDIOS PUBLISHER: NINTENDO
Despite troubled development, *Metroid* is evolving into a blend of cool adventure and innovative FPS, which should make GameCube shine.

Galleon



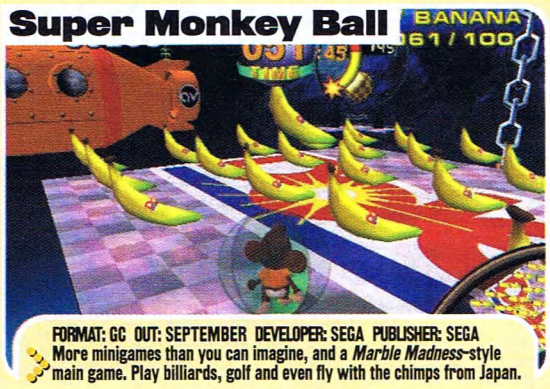
FORMAT: PC/GC/XBOX OUT: MAY DEVELOPER: CF PUBLISHER: INTERPLAY
Promising 3D pirate adventure produced by Mr *Tomb Raider*, Toby Gard. But it's not like Lara because you play as a man. Obviously.

Wipeout Fusion



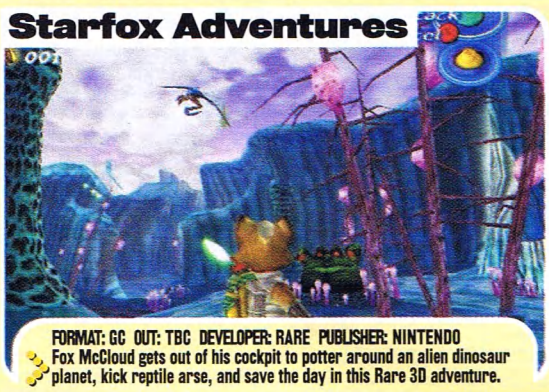
FORMAT: PS2 OUT: FEBRUARY DEVELOPER: PSYGNOSIS PUBLISHER: SONY
A long time in the making, 360º turns and new proton cannons are included, and it's even got team 'characters' – for that arcade feel.

Super Monkey Ball



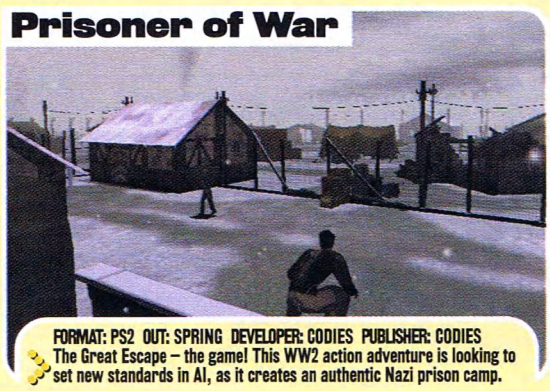
FORMAT: GC OUT: SEPTEMBER DEVELOPER: SEGA PUBLISHER: SEGA
More minigames than you can imagine, and a *Marble Madness*-style main game. Play billiards, golf and even fly with the chimps from Japan.

Starfox Adventures



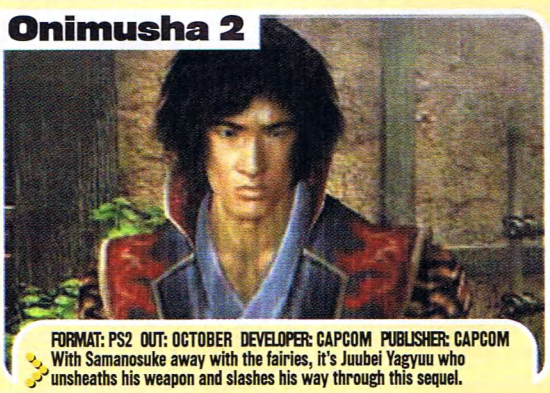
FORMAT: GC OUT: TBC DEVELOPER: RARE PUBLISHER: NINTENDO
Fox McCloud gets out of his cockpit to potter around an alien dinosaur planet, kick reptile arse, and save the day in this Rare 3D adventure.

Prisoner of War



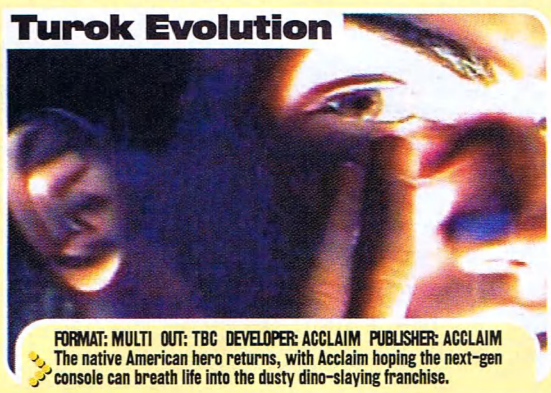
FORMAT: PS2 OUT: SPRING DEVELOPER: CODIES PUBLISHER: CODIES
The Great Escape – the game! This WW2 action adventure is looking to set new standards in AI, as it creates an authentic Nazi prison camp.

Onimusha 2



FORMAT: PS2 OUT: OCTOBER DEVELOPER: CAPCOM PUBLISHER: CAPCOM
With Samanosuke away with the fairies, it's Juubei Yagyuu who unsheaths his weapon and slashes his way through this sequel.

Turok Evolution



FORMAT: MULTI OUT: TBC DEVELOPER: ACCLAIM PUBLISHER: ACCLAIM
The native American hero returns, with Acclaim hoping the next-gen console can breath life into the dusty dino-slaying franchise.

FORMAT: XBOX
RELEASED: TBC
DEVELOPER: ANCHOR
PUBLISHER: THQ

WWF Raw

WHAT IS IT?

Watch out! A potential *SmackDown!* beater. PS2's top grappler may have more modes and options to its name, but it could be knocked out by *Raw*'s realistic fighting and bloody battles. Rather than being a *SmackDown!*-style button basher, Xbox's sweaty man fights will be tactical scraps, and you'll be able to pull off tons of moves when you go into a grapple. Then you can watch the blood fly onto the ropes as you thud your opponent to the ground with a massive suplex. Yeuch.

HOT FACT!
Your bouts in the ring are tactical and controlled, making for a more serious wrestling game.

WHY IS IT GOING TO BE BIG?

SmackDown! is massive, but it hasn't had a true rival until *Raw*. This is looking better than PS2's main grappler. One problem – UK release is yet to be confirmed! See news for more shots!

▲ From what we've seen, the Xbox wrestler could well out-grapple PS2's *Just Bring It.*

WATCH OUT FOR:

Now that WCW is no more, there should be more wrestlers in *WWF Raw* than in *SmackDown!* So you should see former WCW wrestlers Rob Van Dam and The Big Showman grappling in the ring.

2002 RULES!

The best year for games ever?

It's going to be a busy one alright. As well as the stuff you've just read about, be sure to check out this issue's reviews. You'll find *Metal Gear Solid 2*, *Halo*, *Rogue Leader*, *Smash Bros. Melee* and the rest of the Xbox launch line-up, all rated. Just look for the Hot 50 logo at the top of the page. Don't you dare miss 'em!

again as JC Denton, your challenge will be tougher than ever, as the enemy AI has been bumped up and the gameplay may even change according to your behaviour.

WWF SMACKDOWN!

FORMAT: PS2
RELEASED: TBC
DEVELOPER: TBC
PUBLISHER: THQ

How is *SmackDown!* going to beat *WWF Raw*? Well, the latest rumours are that there will be two PS2 wrestling games out in 2002, both based on *SmackDown!* While nothing has been confirmed, we reckon we'll definitely see one *SmackDown!* sequel being released before Christmas. Fantastic.

PERFECT DARK 0

FORMAT: GAMECUBE
RELEASED: TBC
DEVELOPER: RARE
PUBLISHER: NINTENDO

We haven't caught a glimpse of Joanna Dark since the short *Perfect Dark* demo we saw at Spaceworld 2000. Still, *Perfect Dark 0* will be coming out this year, and latest rumours suggest that it could be online, so you'll be able to shoot people on the other side of the world. This could finally be the *Goldeneye* beater that we've all been waiting for.

PRO EVOLUTION SOCCER

FORMAT: XBOX, GAMECUBE
RELEASED: Q4
DEVELOPER: KONAMI
PUBLISHER: KONAMI

Every console needs a great footy game, and Microsoft and Nintendo have wasted no time in snapping up the best one. However this won't be the arcadey *ISS* that Ninty owners are used to. Instead it's more likely to be a realistic footy sim like the PS2 version. Which means it'll be the best footy game ever, with proper passing moves and some great goals.

WWF WRESTLEMANIA

FORMAT: GAMECUBE
RELEASED: Q4
DEVELOPER: TBC
PUBLISHER: THQ

N64's top class wrestler comes to GameCube, with all the big name grapplers. N64's *Wrestlemania* was more realistic than *SmackDown!*, so expect this to have a big grapple with *JBI* for the title of best wrestler.

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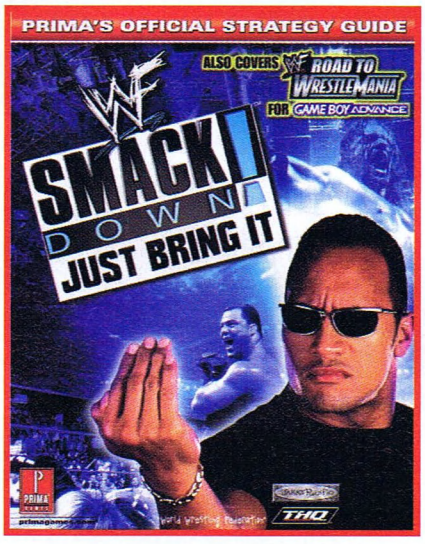

WWF SMACKDOWN! JUST BRING IT

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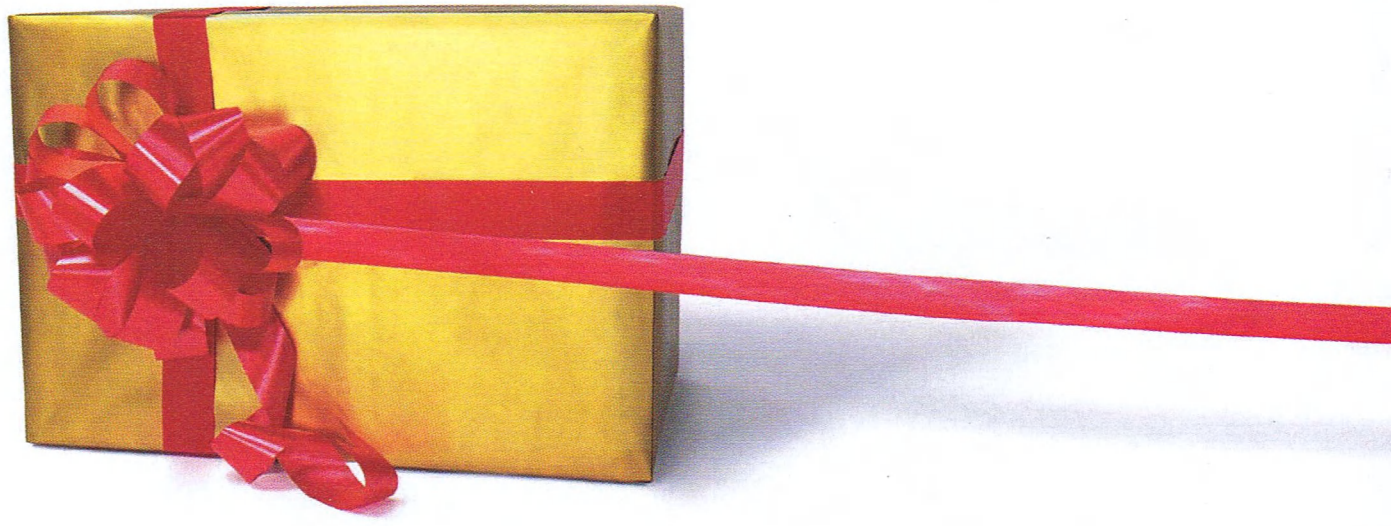

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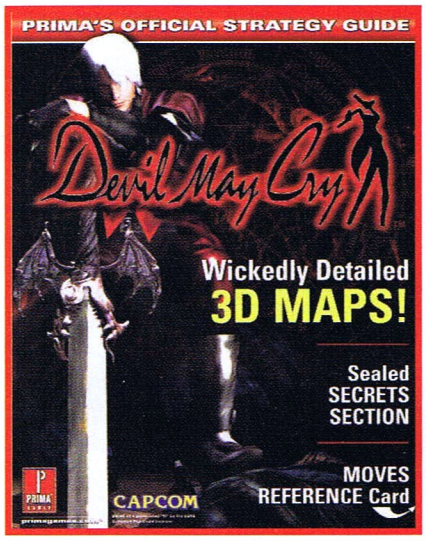
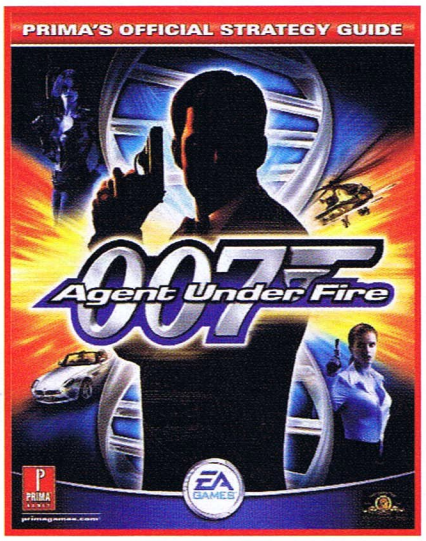


DEVIL MAY CRY



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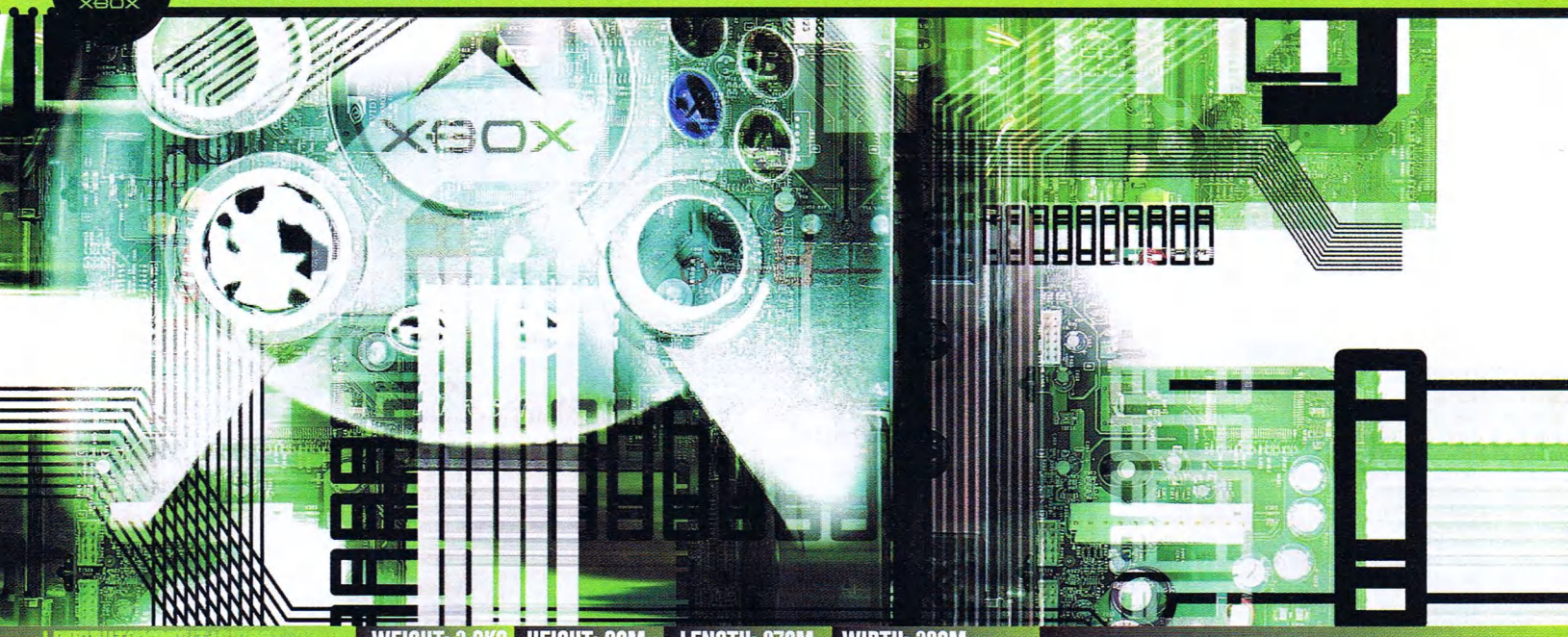


WEIGHT: 3.9KG | HEIGHT: 9CM | LENGTH: 27CM | WIDTH: 32CM
CPU: 733 MHZ CUSTOM INTEL PROCESSOR | GPU: 250 MHZ NVIDIA PROCESSOR
RAM: 64 MB | POLYGONS/SECOND: 116.5 MILLION | HARD DRIVE: SEAGATE U SERIES 3, 8 GIGABYTES
MEMORY BANDWIDTH: 6.4GB PER SECOND | SOUND: 256 AUDIO CHANNELS
... MAKING THIS CONSOLE:

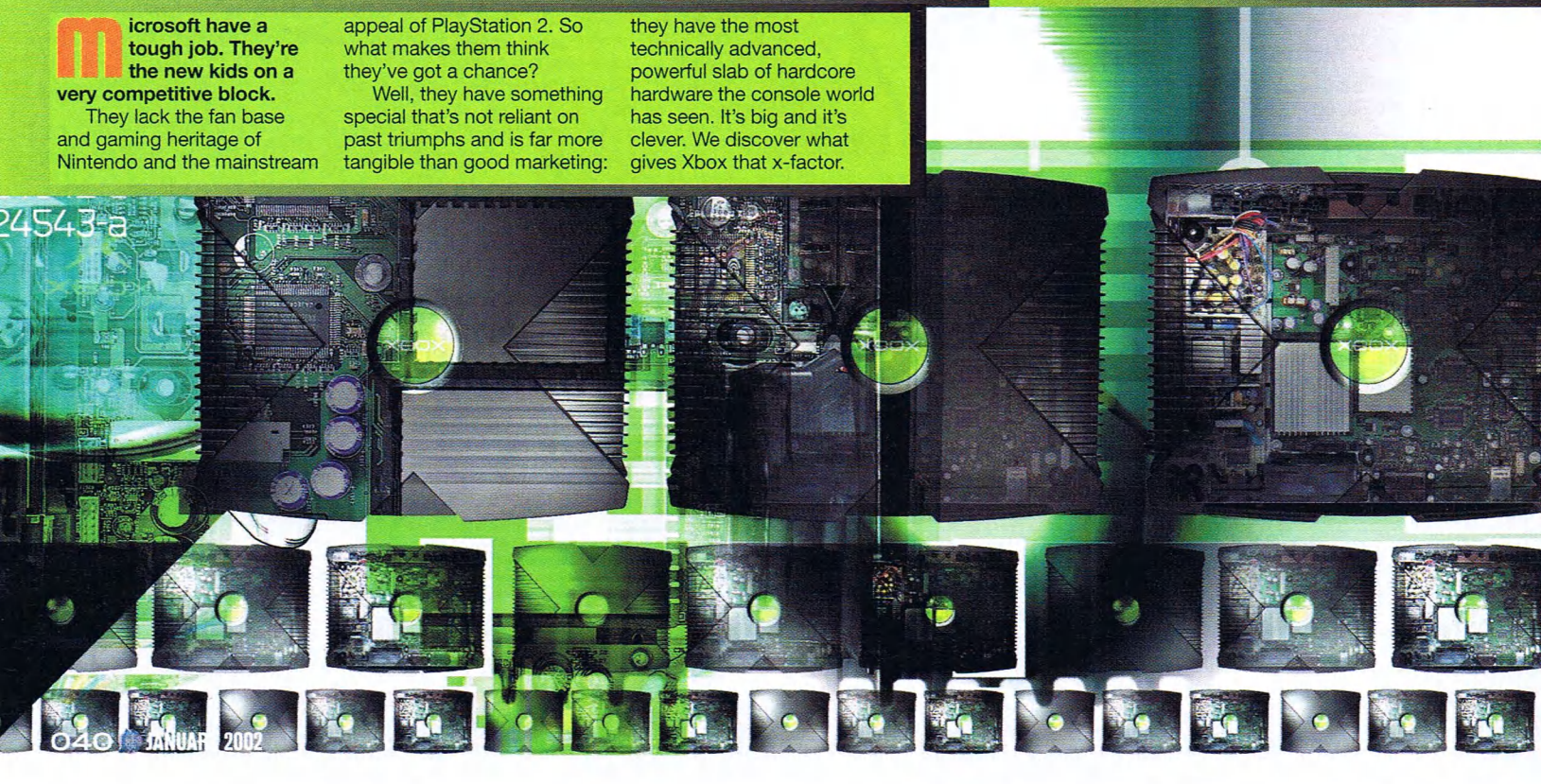
X-RATED

Microsoft's big, green, game playing machine is finally out in the US. GM got one of the first finished 'Boxes in the world for a hands-on test. Here's everything you need to know about the most powerful console ever seen...

Microsoft have a tough job. They're the new kids on a very competitive block.

They lack the fan base and gaming heritage of Nintendo and the mainstream appeal of PlayStation 2. So what makes them think they've got a chance?

Well, they have something special that's not reliant on past triumphs and is far more tangible than good marketing: they have the most technically advanced, powerful slab of hardcore hardware the console world has seen. It's big and it's clever. We discover what gives Xbox that x-factor.



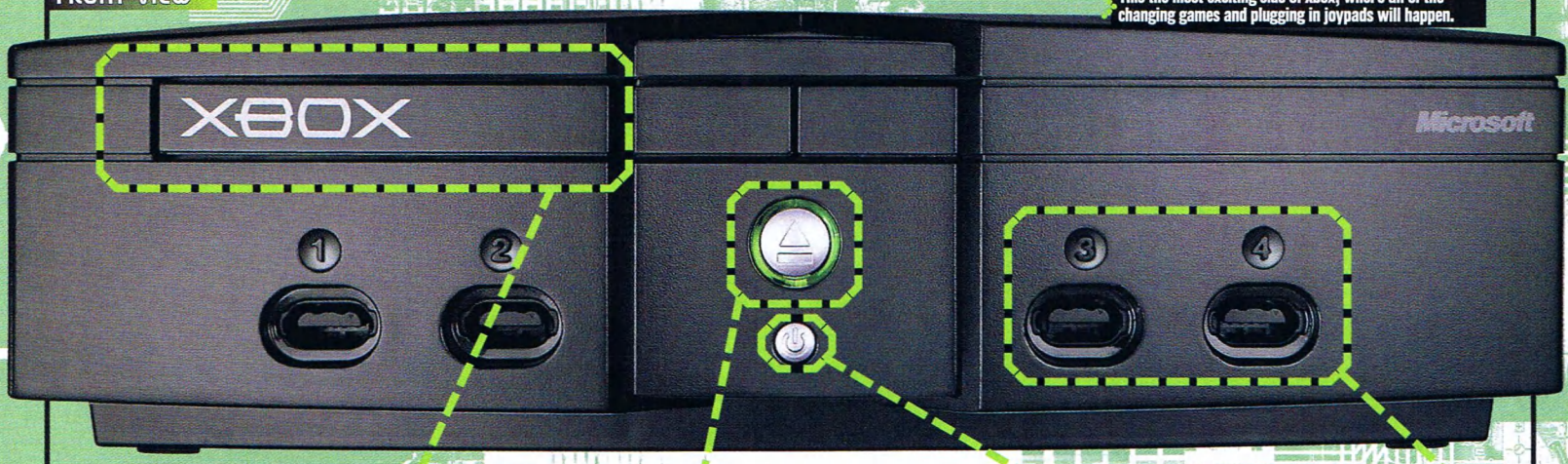
APPEARANCE

Microsoft have taken a low-risk and no-nonsense approach to their first foray into the console world. It's called Xbox, and it really is a box with an 'X' on it. The only real evidence of styling is the blob of green in the centre with the Xbox logo in it. It doesn't light up; it just sits there, looking green.

The whole thing is big, black and so anonymous that it's hard to criticise. It's so dull and inoffensive that it should draw very little attention from what's going on on-screen. It lacks any pretension and is very practical but simple-looking. The one remarkable thing is it's the size of four GCs, or two PS2s!

FRONT VIEW

This the most exciting side of Xbox, where all of the changing games and plugging in joypads will happen.



DVD TRAY

This slides open when you push the Eject button – it's ever so clever. It's off to the left hand side to give it that asymmetric chic.

EJECT BUTTON

Its main purpose is to open and shut the DVD tray so that you can get your discs in, but you also reset the system by tapping this button and turning the machine on. Hoozah!

THE POWER BUTTON

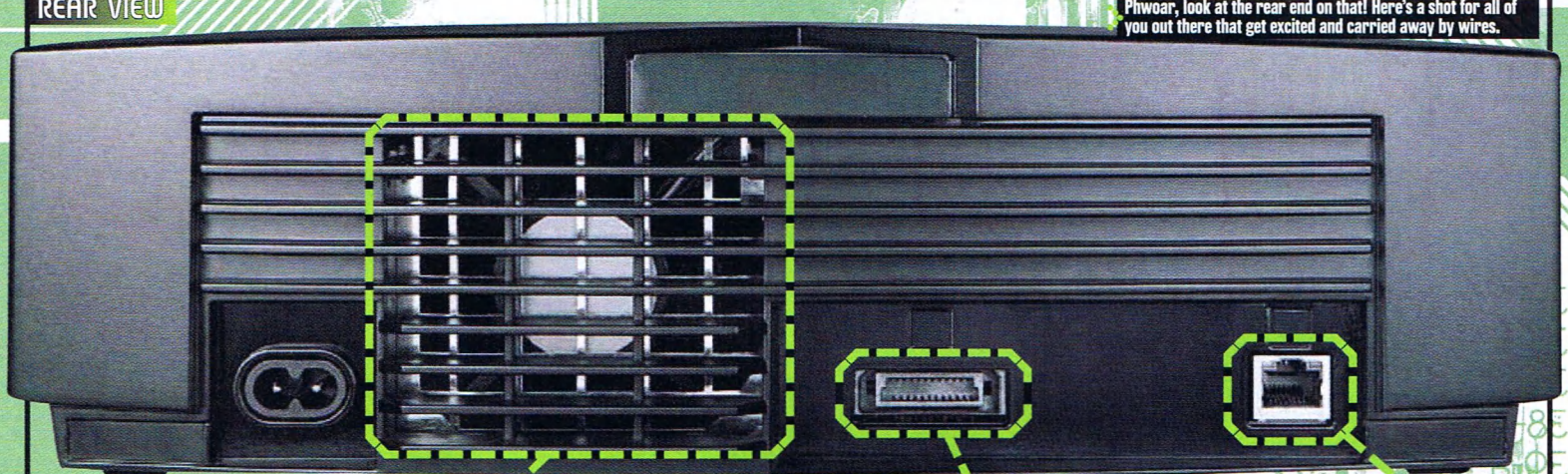
To make Xbox work you need to switch it on. With this in mind, the console designers have included an On/Off switch. How cunning.

JOYPAD PORT

Acknowledging the importance of multi-player games, Xbox comes with four joypad ports, so no need for Multitaps here.

REAR VIEW

Phwoar, look at the rear end on that! Here's a shot for all of you out there that get excited and carried away by wires.



SYSTEM FAN

A lot of heat is generated when the world's most powerful console is doing its thang, so it needs a whopping big fan to cool it down. Fortunately, it's about as noisy as a PS2.

DIGITAL CONNECTOR

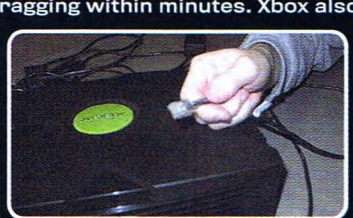
This is the socket that lets you plug Xbox into your TV. Xbox will come with composite cables as standard, but you're also able to get S-Video and a component video pack for high-definition TVs, which will include an optical audio input to exploit the Dolby Digital 5.1 surround sound. Phew!

ETHERNET PORT

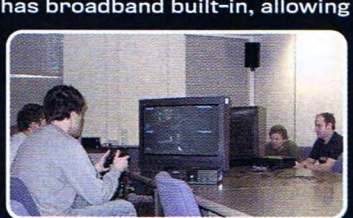
Using a standard ethernet cable, you can hook up your Xbox to other Xboxes directly, or use a Local Area Network. This is also the magic port that'll be used to take you into the world of broadband online gaming... once the UK gets Broadband and Microsoft set up the server.

NETWORK GAMING

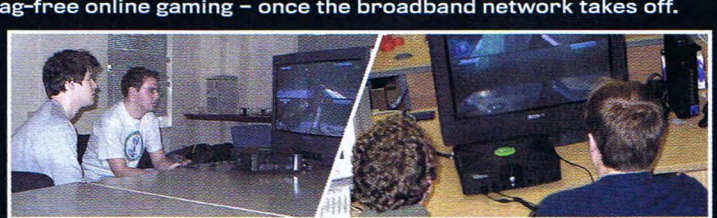
This has to be the most easily connectable console yet. As well as linking 'Boxes together for multi-player gaming (*Halo* lets you link four machines with four players on each), you can also play *Halo* on a Local Area Network through Xbox's ethernet port. Obviously, not many gamers will have access to a LAN at home, but in school, university or at the office, you can plug it into the wall and start fragging within minutes. Xbox also has broadband built-in, allowing lag-free online gaming – once the broadband network takes off.



▲ Using the ethernet connection, you can daisy-chain Xboxes together for multi-player fun.



▲ If your Dad owns Dixons or you don't mind carting tellies about, link-up *Halo* is fantastic.



▲ This is the first machine to really bridge console-style, all-on-one-TV multi-player, and PC-style online gaming. Using our office LAN we were able to take on each other at *Halo* in different parts of GM towers.

THE CONTROLLER

Boy is it big. Phrases like 'swollen', 'inflamed', and 'as big as a canoe' spring to mind. It may well be this pad and not the absence of *Jak and Daxter* that discourages smaller gamers. This is not a pad you fling about; it's more a pad that you mount. With its well distanced analogue sticks and comfortable triggers though, it's great for first-person shooters. But the action buttons are too closely cramped together for comfort and difficult to find when you first start playing.

LEFT ANALOGUE STICK

Gives you 360º analogue direction control. Also, it can be clicked in like a button, like the analogue sticks on the Dual Shock 2.

BLACK & WHITE BUTTONS

These are your secondary buttons that will be used for menus or minor functions in games that the main action buttons shouldn't be burdened with. In *Halo*, for instance, the white one switches your flashlight on. Also analogue.

ACTION BUTTONS

Foolishly drawing inspiration from the Dreamcast pad, these are called A, B, X and Y. They're losenger-shaped and analogue, registering 256º of pressure. A bit boiled sweet-like, though.

RIGHT ANALOGUE STICK

Has a slightly smaller dimple than the left one but also offers the same 360º of directional movement and the clicky button thing. It's at a very comfortable distance from the left hand one – perfect for shoot-'em-ups.

MEMORY CARD SLOTS

Mirroring Dreamcast's VMU slots, the pad has two gaping holes to hold memory cards and accessories, such as the Game Commander. Both of the ports are USB, which is good news for peripheral makers.

D-PAD

This is your traditional eight-way digital directional pad – vital for beat-'em-ups. Sadly, it's all a bit moulded, lacking the definition of PS2's pad. It's seems they expect everyone to use the analogue sticks.

BACK AND START BUTTONS

The Start button is used to pause games and navigate your way through menu screens. All quite dull really. The Back button enables you to reverse through the menu and option screens, but you can use the action buttons too.

TRIGGERS

Instead of shoulder buttons, Microsoft have gone for a couple of triggers. Both are analogue and very sturdy.

THE HARD DRIVE

Xbox is the first games console to come with a built-in hard drive, which goes some way to explaining why it's so huge. What it is, is a big wad of memory – eight Gigabytes in total – which is there to be used by game data. A lot has been made of it, and it has been central to talk of Xbox technical superiority. But, to those of us who buy consoles to get away from PC talk of hard drives, motherboards and bytes, it means very little. So why is it important? What can it offer games players? And is it really going to affect us when we're trudging our way through *Army Men 7: Sarge Comes Out*?

THE DASHBOARD

Xbox has a tasty front end that quickly dispels any fears that it could be as tricky to manage as a PC. There are enough options to fill a clown's pocket, and it's all finished with that daring green hue.

▲ Here's the opener, with Memory, Music and Setting options.

▲ You can set the time on the console, to date all your saves.

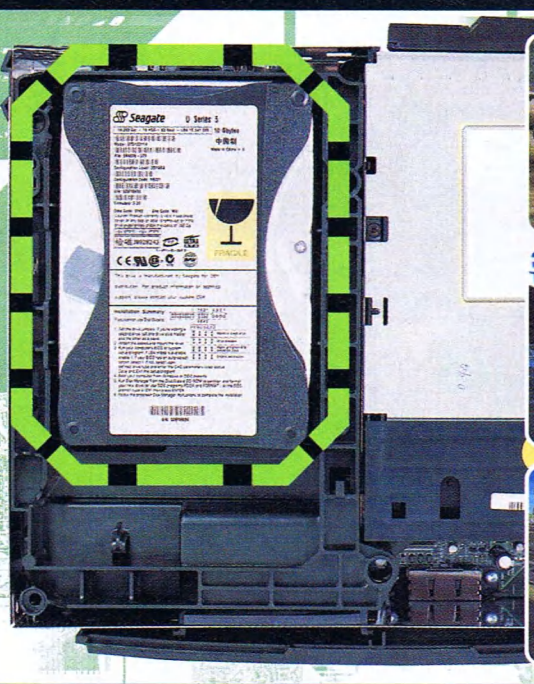
BUILT IN

There's no doubt that a hard drive is a good thing. But, as you should be aware, Xbox won't be the only console to get its own slab of memory, as PS2 owners will soon be able to buy a hard drive add-on.

While this, in theory, puts the Sony console on a level playing ground, Xbox still has the advantage, as its hard drive is built in. Therefore, games developers know every Xbox will have one. PS2 developers will be reluctant to make a game that specifically uses the hard drive, as there's no guarantee that many gamers will have bought one.

Traditionally, only one in 10 console owners feel the need to shell out for an add-on to their console, which makes for a drastically reduced market that can be exploited. The only way Sony could encourage gamers to buy it, is to include it in a bundle with a game like *Final Fantasy 10*. But even that would be asking us to part with more than £100 for a game. *Final Fantasy* is good, but 100 quid buys a lot of lemon sherbets.

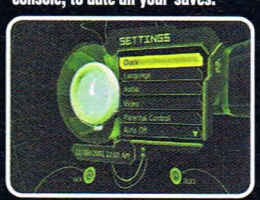
With the hard drive, Xbox can create huge environments that require no extra loading times.



The hard drive is perfect for first person shooters.

Getting info from a hard drive is quicker than using a disc.

It's possible to download new levels for existing games.

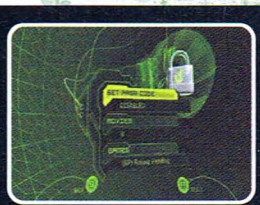


▲ Here are all the settings. There's loads of stuff to meddle around with.

▲ In the Settings, you can alter the language to one of six options.

▲ Audio mode offers you the chance to choose surround sound stereo.

▲ You can flick through the different signals being sent to your TV too.



▲ The parental lock. Enabled, it can stop violent games being played.

THE GRAPHICS

GAME: Dead Or Alive 3 • **POLYGONS PER CHARACTER:** 40000 • **FRAMES PER SECOND:** 90

ANTI-ALIASING

When PS2 came out there was much criticism about the graphics having jagged edges. The problem was that the console struggled with any angled line. One solution was blending the colour of the pixels at the edges, but that led to blurred images. Instead, Xbox uses a technique called multi-sampling, which manages to blend the pixels without losing any sharpness or slowing the action down.

TEXTURE HANDLING

Textures cover every surface you see in a game. The more detailed the textures are, the more real the graphics look, but the more RAM is used and the slower the game runs. Xbox's greater memory means more texture data, which can also be reeled off the hard drive as you play, making for lush looking games.

POLYGON PROCESSING

Polygons are the building blocks that make up images in videogames. The more polygons that can be shifted, the greater the detail that can be put into the images. And on paper, Xbox can shovel 116.5 million shaded and lit polygons per second. That's compared with PS2's 66 million.

REFLECTION MAPPING

Creating reflections in games is incredibly tough, as developers not only have to create the main image, but they then also have to recreate it on the chosen surface, backwards. But Xbox can not only do this, it does it well, as you'll see from the realistic reflections seen on the cars of *Project Gotham Racing*.

A STEP FORWARD, OR JUST TECHNICAL MUMBO JUMBO?

Looking at images on a page is one thing, but actually seeing the graphics in-game is where it counts – and this is where Xbox excels. Play on any level of *Halo* and you'll see how it pays attention to both a grand design and also minute detail. Environments sprawl off into the distance and you get a genuine feeling of space. But, in the same instant, you can look at the minute detail of the grass and rocks at your feet. Believe us, Xbox games look lush.

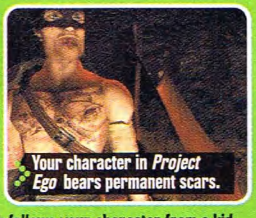
GET A MOVE ON!

The most obvious benefit concerns loading times. On PS2, as the console has limited memory, game information has to be continually uploaded from the DVD-ROM. You know that happens when the game slows slightly and you can hear the disc going mental. This won't happen with Xbox, as far more information can be stored on the hard drive from the initial load. As it doesn't have to refer to a disc constantly, loading times can be immediate.

This has a knock-on effect of developers being able to make larger environments and larger levels, while eliminating the stop-start nature of adventure games and first-person shooters that we have seen on other consoles.

KEEP ON MOVING!

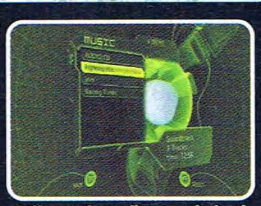
At the moment, game environments only really exist for the main character. You can't interact with everything. And even in a simple shooter, most consoles have difficulty keeping track of all the corpses you created in previously visted areas. The massive, rewritable memory you get with a hard drive should allow developers to create ever evolving worlds that exist beyond and independently of the game. The first game to exploit this will be *Project Ego* – an RPG which follows your character from a kid to old age. The actions the player undertakes in the early years will affect what happens in the future. Drop an acorn and several years later a tree will grow.



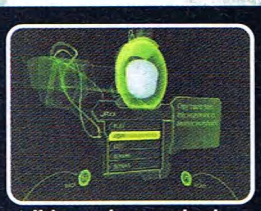
Your character in *Project Ego* bears permanent scars.

XCHANGE GIFTS!

Another use of the hard drive involves the internet. When using the internet on Dreamcast, browsing was all you could do. There wasn't enough memory to download information. But this isn't the case with Xbox. Using this capability, gamers will be able to get gaming updates and extras via the net. And this exchange of information can work both ways. So, if you reckon you've created a corkin' Tony Hawk's skate park, you could post it on the net and share with your fellow gamers. Sharing is caring.



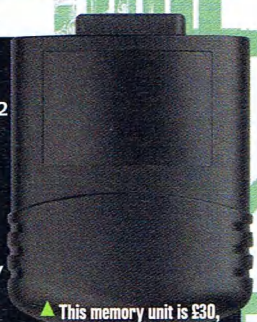
▲ You can burn albums to the hard drive and then play them back.



▲ If the game has a soundtrack option you can play it back in game.

MEMORY CARD

You don't actually *need* this in the same way as you do with PS2 and GameCube, where the memory card is the only way to save your game. Xbox's 8Gb hard drive can hold a ridiculous amount of game saves. This is really just for taking saves – a character you'd designed in *Tony Hawk's 3* or your perfectly set up car from *Project Gotham* – around to a mate's house. It holds a reasonable 8Mb of data.



▲ This memory unit is £30, but not that essential.

DVD CONTROLLER

Unlike PS2, Xbox can't play DVDs straight out of the box. Instead you'll have to shell out £30 for this remote, which unlocks the DVD magic. The reasoning behind this is that Microsoft reckon that early adopters of Xbox will already have a DVD. And, more importantly, they don't have to pay the DVD licensing authority royalty payments each time a unit is sold.

▼ The unit comes in two parts, with a receiver that fits into the joypad port.

GAME COMMANDER

The first Microsoft Games extra to be released will be this nifty headset and microphone ensemble. Using this, gamers can speak to each other during network games. But even before network games are available, it can be used in single-player games to order other characters about.

▼ Slot this into the port found in the joypad.

WHAT WE RECKON!

Okay, so it's very big, that green blob doesn't light up, and we're still not sure about the pad. But Xbox is undoubtedly an impressive machine. And it's launched in the States with what must be the best, broad-based launch line-up of any console. One play on any of *Halo*, *Gotham*, *DOA3* or *Munch* was enough to persuade us that the big M haven't been telling fibs about the power of their machine. The easy-to-manage hard drive does seem to make a major difference – the awe inspiringly huge levels on *Halo* wouldn't be possible without it. So developers have the most advanced console ever to design for. If they manage to exploit the full potential of the hard drive and the network capabilities, Xbox could be the console to take gaming to a whole new level.

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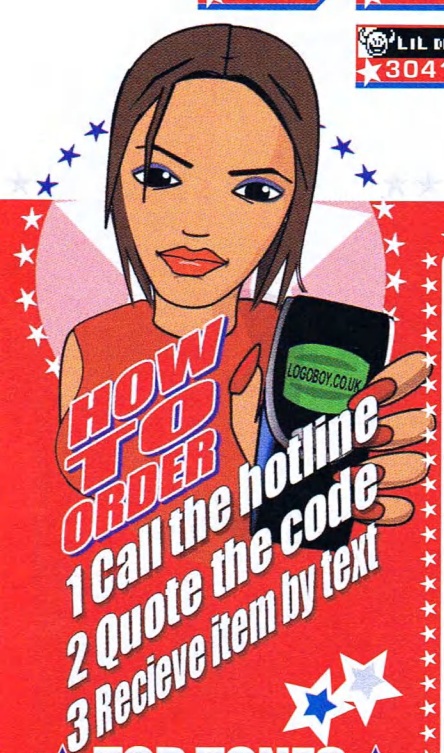

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Janet Jksn / Son of a Gun	61399	Atomic Kitten / Whole Again	60108
Eve / Let me blow your mind	61064	Missy Elliot / One minute man	61067
Nelly Futardo / Im like a bird	60142	Missy Elliot / Get your Freak on	60179
Destinys Child / Emotion	61264	Destinys Child / Survivor	60117
Afroman/Because I got high	61223	Destinys Child / Bootylicious	61037
D 12 / Purple Hills	61043	Gorillaz / Rock da House	61199
D 12 / Fight Music	61272	Gorillaz / Clint Eastwood	60128
Limp Biskit / Faith	61311	Artful Dodger,Mel Blatt/ 24,7	61171
Wyclef / Perfect Gentleman	61050	Lisa 'lefteye' / Block Party	61241
Blu Cantral / Hit em up style	61285	Jean J.Smoothie / 2 people	61214
Five / Let's Dance	61078	Uncle Kracker / Follow me	61211
Shaggy / Angel	60185	Blue / All Rise	61015
Shaggy / It wasn't me	60076	Blue / Too Close	61172
Shaggy / Hope	61420	O Town / We fit together	61243
Steps / Chain Reaction	61193	O Town / All or Nothing	61144
Kylie/Cant get u outa my head	61175	N*Sync / POP	61068
Samantha Mumba / Lately	61431	West Life / Uptown Girl	60162

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Orange & Cellnet users please call from a landline

logoboy logos & tones

TOP TONES

Robbie / Something Stupid	61385
S Club 7 / Have you ever?	61369
Kate Winslet / What If ?	61416
Geri Halliwell / Calling	61398
Blue / If you come back	61375
Steps/Words are not enough	61409
N* Sync / Gone	61367
Westlife/Queen of my Heart	61322

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TOP TEN

Afroman/Because I got high	61223
Destinys Child / Emotion	61264
Kylie/Cant get u outa my head	61175
DJ Otzi / Hey Baby	61220
PPK / Resurection	61424
Shaggy / Dance + Shout	61052
Michael Jackson / Cry	61417
Baba Sparxx / Ugly	61377
City High / What would you do	61198
So Solid Crew/They dont know	61258

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Calls to 090 numbers should last no longer than 3 mins & are charged at £1.00 min, (Calls from Ireland are charged at IR£1.50). Calls on the helpline / creditcard line are charged at the national call rate. Calls from Mobiles may be charged at a higher rate depending on your operator. Callers must be at least 16 years old & have the bill payers permission before calling. Items are sent by SMS & should take no longer than 15 mins to arrive. Mobatel ltd,Po Box 22783,London,N22 8ZH

TIPS MISTRESS

Hello there! Code Girl here. I'm here to bring you the very finest cheats, codes and game-busting guides every issue. If you've found a top tip or are tearing your hair out with a game, drop us a line, and send it in with the coupon (or a copy) on page 52. And remember, cheating's good. And makes you appear far cooler to the opposite sex.

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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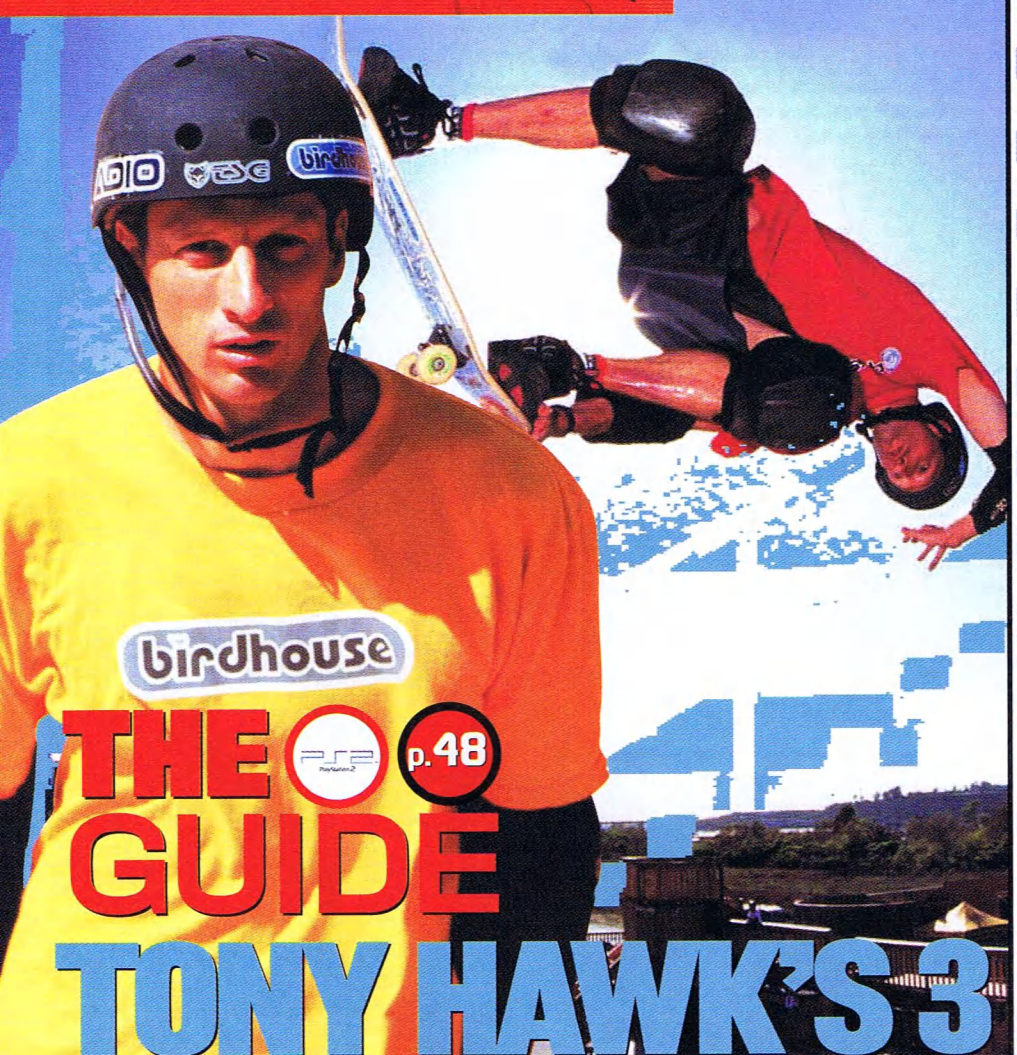

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TONY HAWK'S 3

SAVE YOUR KNEES AND FIND EVERYTHING!

TIPS EXPRESS
LATEST CHEATS!

MASTER CLASS
YOUR TIPS!

CONSOLETATION ZONE
YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS p.52

TIPS EXPRESS

Welcome to the hottest tips in the world! Code Girl sifts through tons of **game-busting code to bring you the latest** cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN. THE LAT

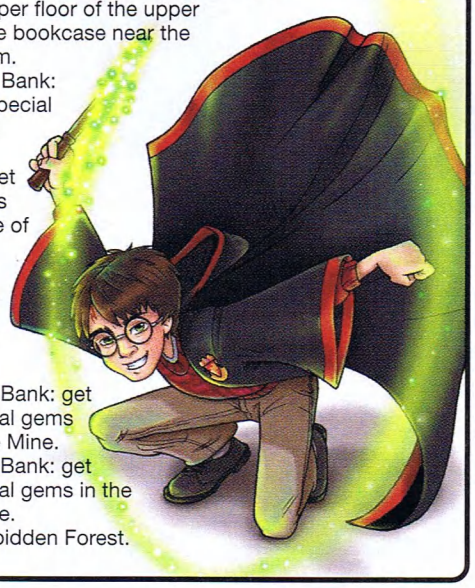
WE DEAL OUT THOSE SECRET CARDS!

HARRY POTTER & THE PHILOSOPHER'S STONE

FIND ALL THE WIZARD CARDS!

There's never been a better time to be a short, speccy git! We thought you'd like to know where to find Harry's 17 Famous Witches & Wizards Cards, so here's the info:

- Gryffindor Tower: the bookcase by the Fat Lady portrait.
- Great Foyer: the bookcase by the door to Gryffindor Tower.
- Great Foyer: on the bookcase by the right hand door, at the top of the stairs.
- Outside Hogwarts: in a wall by the first Puffskein.
- Split in the path by Hagrid's hut: search the discoloured wall to the left.
- Outside Gargoyle Gate: go through a discoloured wall and walk to the stone structure. Look up to see the card.
- Near the Quidditch Pitch: go through a discoloured wall.
- Collect all the Blue Every Flavour Beans.
- Save Raymond's cat.
- Go down the passage between Snape's and Quirrell's classes, and use Verdimillious on the darkness. Jump to the fourth platform that shows up and then go through the door. Walk through the bookcase that's on the ground.
- In the same room, climb the platforms in the wall to reach a bookcase. Go through it.
- Enter the door in the room above, then head up the air vents and platforms to reach a bookcase.
- On the upper floor of the upper castle, in the bookcase near the Portrait room.
- Gringott's Bank: get all the special gems in the Knut Mine (you must get certain coins to find some of the gems – the same goes for the Sickle and the Galleon mines).
- Gringott's Bank: get all the special gems in the Sickle Mine.
- Gringott's Bank: get all the special gems in the Galleon Mine.
- In the Forbidden Forest.



FORGET THE FORCE, CHEAT!

STAR WARS: GALACTIC BATTLEGROUNDS

▲ Gungans die! Wookiees rule!

When playing, press Enter at any time, then type in any of the following codes to enable the cheat.

1000 Food
forcefood
1000 Ore
forceore
1000 Carbon
forcecarbon
1000 Nova
forcenova
Remove Fog of War
forcesight
Full Map
forceexplore
Instant Construction and Research
forcebuild
Destroy Indicated Enemy
darkside(1-8)
Destroy All Enemies
tarkin
Win Mission
skywalker
Killer Ewok
simonsays
Unknown Code
scary-neighbor

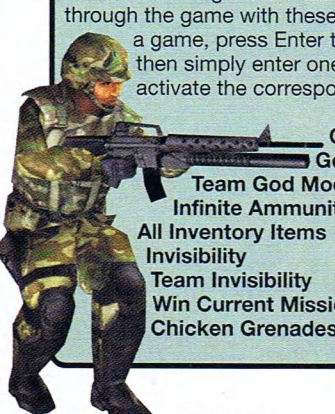
BOOST THE POWER OF THE FORCE!

WHO YOU GONNA CALL?

GHOST RECON

PUT SOME ROAR IN YOUR WAR!

Exorcise those ghosts in an instant by cheating your way through the game with these divine delights. While playing a game, press Enter to display the console window, then simply enter one of the following codes to activate the corresponding cheat.



Cheat	Code
God Mode	superman
Team God Mode	teamsuperman
Infinite Ammunition	ammo
All Inventory Items	refill
Invisibility	shadow
Team Invisibility	teamshadow
Win Current Mission	autowin
Chicken Grenades	chickenrun

WHEELIN' AND A DEALIN' COACH!

LMA MANAGER 2002

▲ Let's make that a bit more one-sided, eh?

SHEEPSKIN STRESS RELIEF!

Why risk the grey hairs and heart attacks when trying to conquer the league? Enter these codes as names and, if it's worked, the crowd will roar.

Cheat	Code
£500 Million	MONEY TREE
Win All Games	DREAM ON
Free Transfers to Team	HYPNOTISED
Quick Stadium Building	BOB THE BUILDER
Increase Player Ratings to 90%	TOP NOTCH
Quick Injury Healing	MIRACLE
Faster Players	CAFFEINE

PS2

PUCKING COLD CODES!

NHL HITZ 2002

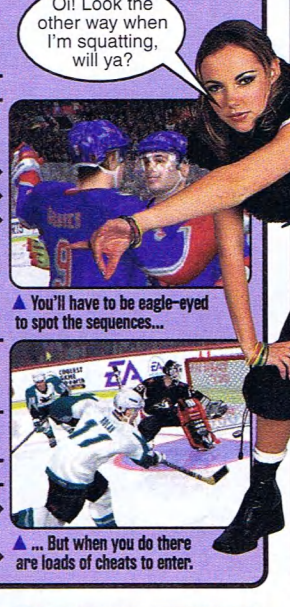
THE COOLEST CHEATS ON ICE!

When playing, if you score a goal you'll be treated to a brief FMV showing your player lording it up for the crowds. Look closely at the crowd and you'll see various punters holding up signs with sequences printed on them. Here is a selection of cheat codes we've seen. The key for entering them is □, △, ○ – press those buttons (in that order) the number of times highlighted in the sequences below, followed by a direction on the D-pad, ie for a Big Head Team, hit □ twice, △ twice, leave ○, and ←.

Cheat	Code
Big Head Team	2-2-0 ←
Huge Head Team	3-3-0 ←
Big Hits	2-3-4 ↓
Late Hits	3-2-1 ↓
Hitz Time	1-0-4 →
No Crowd	2-1-0 →
Pinball Boards	4-2-3 →
Show Shot Speed	1-0-1 ↑
Show Hot Spot	2-0-1 ↑
No Fake Shots	4-2-4 ↓
No Puck Out	1-1-1 ↓
No One-Timers	2-1-3 ←
Big Puck	1-2-1 ↑
Huge Puck	3-2-1 ↑
Bulldozer Puck	2-1-2 ←
Tennis Ball	1-3-2 ↓
Snow Mode	1-2-1 ←
Rain Mode	1-4-1 ←
Domino Effect	0-1-2 →
Turbo Boost	0-0-2 ↑
Unlimited Turbo	4-1-3 →

▲ You'll have to be eagle-eyed to spot the sequences...

▲ ... But when you do there are loads of cheats to enter.



PS2

IT'S A DEMOLITION D'OH-BY!

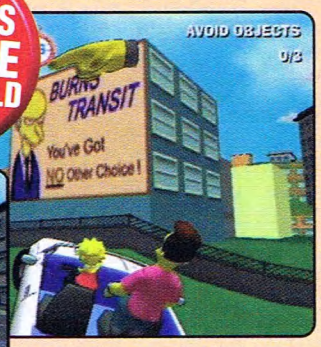
THE SIMPSONS: ROAD RAGE

We've discovered some cool costumes which you can unlock by tampering with your PS2 system configuration. From the Start-up menu, select Configuration. To access the following seasonal attire, simply set your PS2 system date to any of the following calendar events:

Halloween Mode – 31/10/01
Unlocks a Frankenstein costume for Bart.
New Year's Day Mode – 01/01/01
Unlocks a tuxedo costume for Krusty.
Thanksgiving Mode – 15/11/01
Unlocks Marge with white hair.
Christmas Mode – 25/12/01
Unlocks Apu in a Santa costume.

COSTUME CHANGES FOR THE SPRINGFIELD FOLK!

▲ Parp, parp!



▲ After driving as crazily as you do, you'll need a disguise just to get more passengers!

HACKERS PARADISE

PS2

GRAND THEFT AUTO 3

You'll need an Action Replay cartridge to enter all the following codes.

Infinite Armour
1C21EB3C
D60EE7A5
Infinite Health
1C21EB38
D60EE7A5
All Weapons at Hideout
1CC89A58
1456E781
See-Through Cars
1CB2596C
1456E7A5
Freeze Time
1CB23240
1456E7A5
Never 'Wanted'
1CBDB8D8
1456E7A5
1CBDBD50
1456E7A5
1CD8DA30
1456E7A5
Max Cash
1CC89A50
17E9C70C

PS2

TIME CRISIS 2

Infinite Lives
4CF19BC8
1456E7A1
No Reload
4CF19D2C
1456E79E
Infinite Time
4CF19BCC
14560105
Shotgun
4CF19D28
1456E7A1
Machine Gun
4CF19D28
1456E79F

SPIDER-MAN 2: ENTER ELECTRO

PlayStation

Infinite Webbing
800C2E28 0001
Stealth Mode
800C2E20 0001
Invincibility
800C2E24 0001
Level Select
800C2BE8 0001
Unlock All Costumes
800B3E08 FFFF

PC

WHO ARE YOU KIDDING MR HITLER?

RETURN TO CASTLE WOLFENSTEIN

Nail those Nazis with ease, thanks to these cracking multi-player codes. To activate them, press ~ while playing to display the console window, then simply type any of the following codes to unlock the corresponding cheat.

Cheat	Code
Reset Map	/map restart
Kick Player from the Server	/kick (player name)
Toggle Friendly Fire	/g_friendlyFire (0 or 1)
Force Even Teams	/g_forcebalance
Set Maximum Players	/sv_maxclients (number)
Set Time Limit	/timelimit (number)
Set Warm-Up Time in Seconds	/g_warmup (number)
Set Gravity	/g_gravity (number)#
Set Movement	/g_speed (number)#

NOBBLE THE NASTY NAZIS!

◀ Rarely has a shooter had such, well, shootable, baddies. Mutant menaces!

PS2

DO PAY ATTENTION 007!

JAMES BOND 007 IN AGENT UNDER FIRE

TOP SECRETS FOR YOUR AGENT!

Defeat the cackling arch villain, get the girl, and be home in time for tea, with these hot-off-the-press cheat codes. They must be entered in the game during the POV levels, and they don't carry over through loading screens, so you'll need to enter them at the start of each map.

God Mode	START, □, ○, △ + ✕, □, ○, START
All Levels Open	START, □, ○, △ + □, □, ○, START
No Clips	START, □, ○, □ + ○, □, ○, START

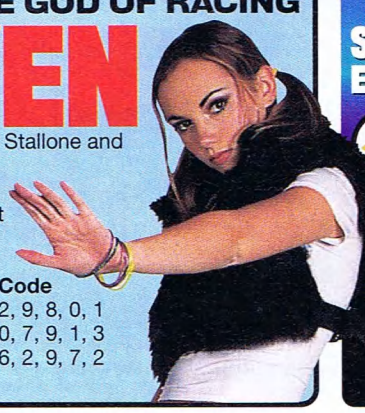
GAMEBOY ADVANCE

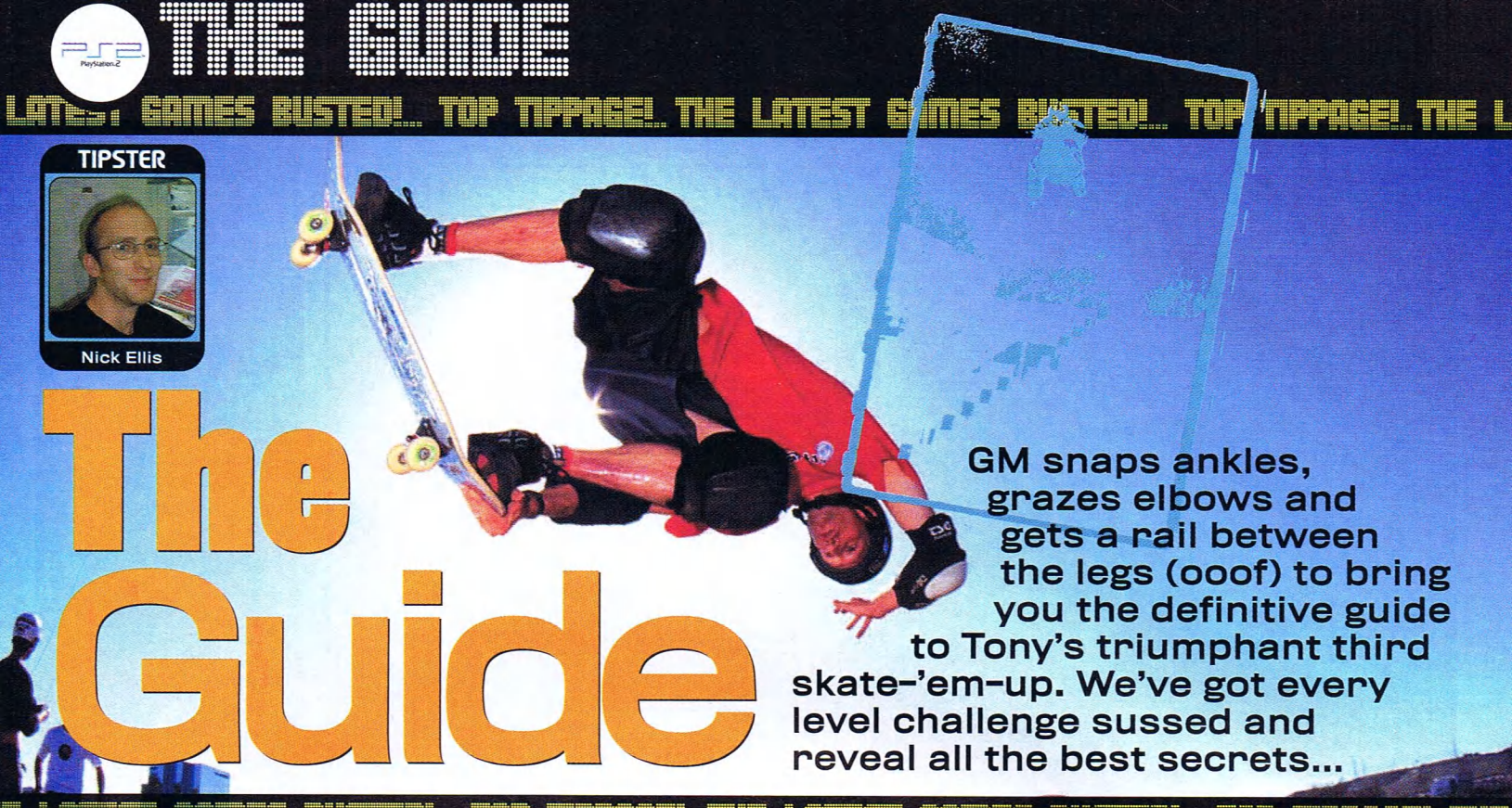
BECOME THE GOD OF RACING

DRIVEN

If you want to be slyer than Stallone and unlock everything with the minimum amount of effort, input the following codes at the password screen.

Cheat	Code
All Cars and Tracks	2, 9, 8, 0, 1
Game Stop Car	0, 7, 9, 1, 3
Master Car	6, 2, 9, 7, 2





The Guide

GM snaps ankles, grazes elbows and gets a rail between the legs (ooof) to bring you the definitive guide to Tony's triumphant third skate-'em-up. We've got every level challenge sussed and reveal all the best secrets...

LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE

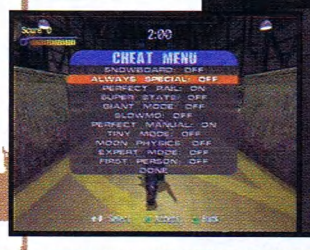
THE FINER POINTS

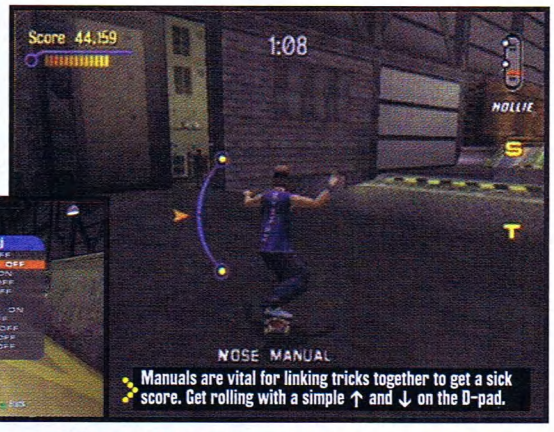
COLLECT S-K-A-T-E
The location of the letters changes according to which skater you are, so just skate around the gaff looking for them. The same goes for the Decks, which are dotted around each level.

REVERTS AND MANUALS
The revert trick is the game's main new feature and allows you to string more combos together. When you land a Grab or Flip trick off a ramp, quickly press R2 and you'll switch your stance. Being quick again, press ↓ + ↑ or ↑ + ↓ to go into a manual. This will keep the combo rolling and allow you to go into another grind.

SPECIALS
Learn each skater's special moves by first selecting Edit Tricks, then Special Tricks from the Pause menu. Get some practice performing these tricks in Free Skate mode before actually using them in Career mode to build ball-busting combos.

FIND THE GAP
There are zillions of Gaps to find throughout the game. Each one has its own name and will be displayed on-screen in blue writing when you discover it. Generally speaking, leaping from any obstacle to another is likely to uncover one.



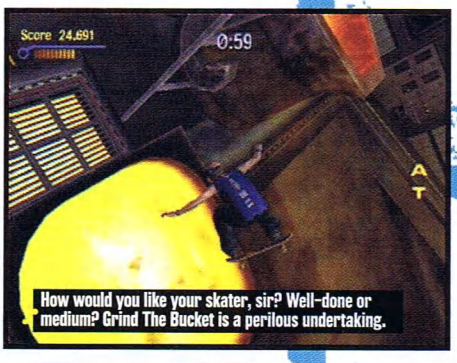


Manuals are vital for linking tricks together to get a sick score. Get rolling with a simple ↑ and ↓ on the D-pad.

LEVEL ONE FOUNDRY

A gentle introduction, The Foundry gives you a taste of what's to come later on, with some strange and dangerous tasks to complete. Getting the high scores shouldn't be any bother, and the level is fairly compact, so there's no excuse for getting lost.

SECRET AREA
Complete the Grind The Molten Bucket Challenge.



How would you like your skater, sir? Well-done or medium? Grind The Bucket is a perilous undertaking.

50-50 TC'S RAIL
TC's rail is to the right of the Press in the centre of the bottom floor. Hop onto it and press ⊗ to 50-50.

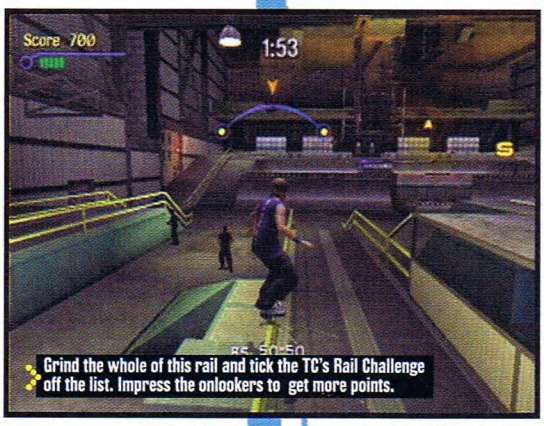
SECRET TAPE
From the start, keep right and jump across to the walkways. Continue along and right until you reach the viewing chamber. Line up so you're centred then smash through the glass and grind the girder to get at the tape.

CANNONBALL THE HALF-PIPE
Launch yourself over the long half-pipe at the bottom of the level, pressing → + ◎ to perform the cannonball. Ka-Boom!

UN-JAM FIVE VALVES
Make your way around the edge of the room and you'll come to each of the valves in turn. Simply jump into them and hit Ⓐ to un-jam them.

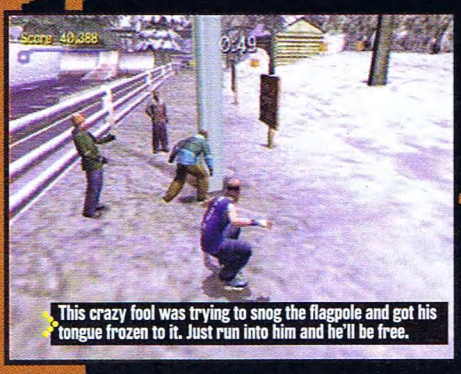
SOAK THE FOREMAN
Grind the fence behind the foreman to push him into the cooling pool.

GRIND THE MOLTEN BUCKET
The bucket lies above the fiery pit that's at the far end of the level. Get some air off the small quarter-pipe below the pit and hit Ⓐ when you're in mid-air. You only need to tap the bucket to tick off the task, and you'll also open up a small secret area above and behind the pit.



Grind the whole of this rail and tick the TC's Rail Challenge off the list. Impress the onlookers to get more points.

LEVEL TWO CANADA



This crazy fool was trying to snog the flagpole and got his tongue frozen to it. Just run into him and he'll be free.

Play it cool in sprawling Canada and you'll have no bother stuffing points in your backpack. The start offers a decent run around the Car Park, if you use manuals to roll between grinding the rails. The large concrete skate park offers plenty of tasty transitions.

SECRET TAPE
Tricky this one. First of all, use the snow ramp next to the bully to get onto the hut roof. Ollie onto the wooden walkways, then make for the wooden half-pipe at the far end, You need to grind the lever pictured to raise the half-pipe, then jump onto it. Make the jump from the half-pipe to the chute then grind the right hand rail. Keep grinding right and you'll be led to the tape.

BURY THAT BULLY
Jump into the tree that you can see above the snowball-throwing bully, using the ramp that you rolled in from.

Jump into the tree behind your starting point and the snowball-throwing bully will be buried underneath a large snow drift.

IMPRESS THE SKATERS
The guys stood on the ramps in the skate park to your right are easily pleased. Pull something fancy in front of each of them. One skater is in the corner near Stuck Chuck.

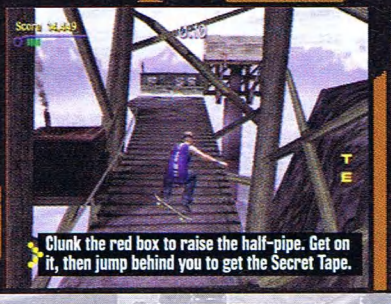
GET CHUCK UNSTUCK
Simply ollie straight into Chuck to free him from the lamppost's clutches. What a hero!

MELONGRAB THE BLADE (vert skaters only)
Make the ramp-to-ramp transfer from where you roll in at the start, holding ← + ◎ to melongrab.

NOSEGRIND AROUND THE HORN
Use the roll-in ramp to haul your boarder over to the left hand section of the wooden walkways. You'll notice the Horn as it looks a lot like a washing line. Press Ⓐ and ↑ at the same time to nosegrind your skater around it.

You need to pull a decent trick to impress the skaters who are standing around in the park.

Some bloke takes your piccy when you're Grinding the Horn, so make sure you don't fall.



Clunk the red box to raise the half-pipe. Get on it, then jump behind you to get the Secret Tape.

LEVEL THREE RIO

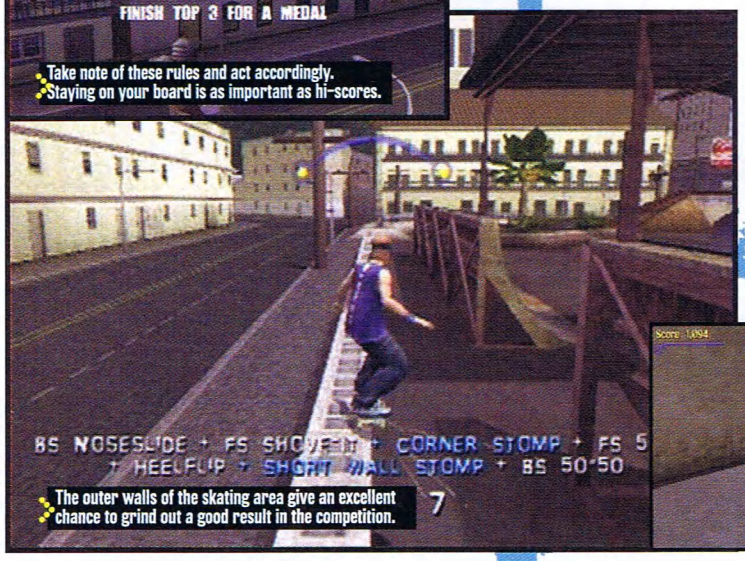
COMPETITION RULES
EACH RUN IS 1 MINUTE
SKATERS GET 3 RUNS
BAILS HURT SCORES
AVERAGE OF TOP 2 RUNS IS YOUR FINAL SCORE
FINISH TOP 3 FOR A MEDAL
Take note of these rules and act accordingly. Staying on your board is as important as hi-scores.

The first competition is fairly forgiving, and you need to hit around the 70-80,000 point mark in two of the runs to win the gold medal. Be slightly more cautious than normal to avoid bails.

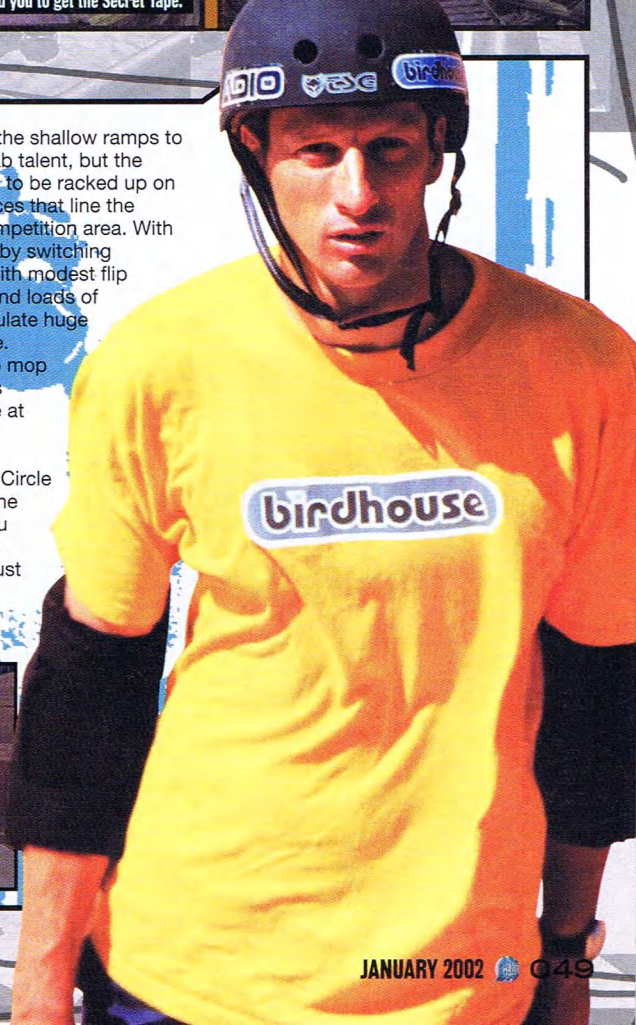
The level is titchy. You can fiddle around in the centre of it using the shallow ramps to show off your Grab talent, but the serious points are to be racked up on the walls and fences that line the exterior of the competition area. With a little care – and by switching between grinds with modest flip tricks – you can find loads of Gaps and accumulate huge single scores here.

Don't forget to mop up the Stat Points when you're done at the compo.

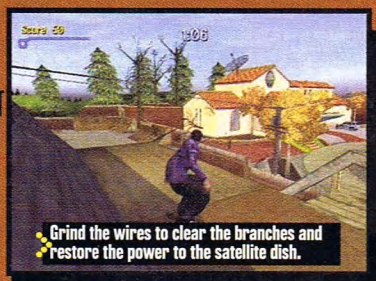
SECRET AREA Circle the perimeter of the level area until you find a ramshackle wooden fence. Bust right through it to find a New Deck.



The outer walls of the skating area give an excellent chance to grind out a good result in the competition.



LEVEL FOUR SUBURBIA



Grind the wires to clear the branches and restore the power to the satellite dish.

With all this practice, you should be Prince Gnarlster by now, so it's time to increase the stakes. Suburbia is cluttered, and it's hard to achieve clean runs with all the dirty washing that's about. You should find the half-pipes that lie to the right of the haunted house useful, as is the scaffolding to the left.

RESTORE POWER TO THE SATELLITE

Take the walkway up to the roof of the house with the barbecue. Once you're on the roof, turn left and grind the phone wires to shake off the branches and get the satellite up and working.

HELP THE THIN MAN

There's an axe on the scaffold rails to the left of the haunted house. Take it to the gaunt fella at the top of the house steps and he'll unlock a spooky secret area for you.

SQUASH THE PUMPKINS...

– Outside the haunted house
– On the ramp by the barbecue
– On the wall behind the Jeep house
– Atop the ramp nearest the haunted house
– On the doorstep of the Satellite house

HEELFLIP THE TRAILER HOP

The Trailer Hop is at the far end, past the half-pipes. The simplest trick in the book? Use the ramp in front of the trailer to get some air and hit → + ◎.

NOSEGRAB BETWEEN RAMPS

Ride the ramps next to the haunted house to build up some momentum. When you're powered up, make the transfer between the two rear ramps and hit ↑ + ◎ to nosegrab.

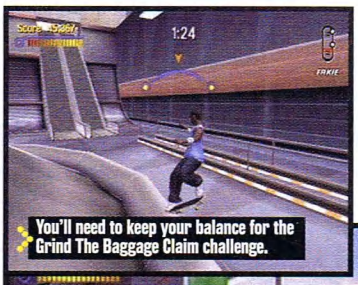
How dare they use the ramps to hang their washing on? Use the sheets to clean your deck.

SECRET TAPE

Use the bank you rolled in on to launch across to the horizontal flag poles. You need to have a fair old speed up and press ↑ on the D-pad before grinding the pole and recovering the tape.

Behold, a secret area. Go through the house to the spooky back yard for more.

LEVEL FIVE AIRPORT 2

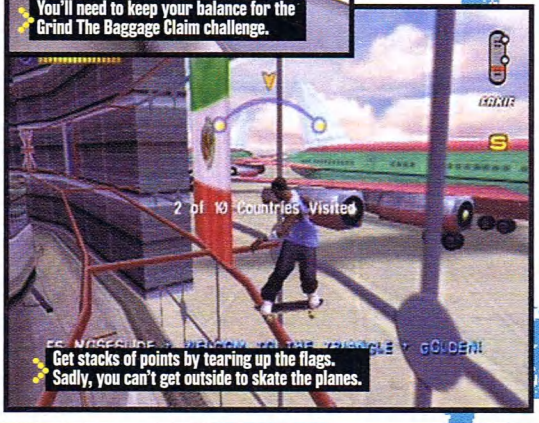


You'll need to keep your balance for the Grind The Baggage Claim challenge.

The Airport offers clean straight runs down the concourses and escalators so you shouldn't have any trouble picking up decent scores. If you mix up the grinds when completing the Visiting 10 Countries task you'll get Sick Score pointage.

VISIT 10 COUNTRIES

You need to tear up the flags lining the walls of the Departure Gate. Get on to the red bars and grind your way around the window. There are five flags lying at either end of the Gate.



Get stacks of points by tearing up the flags. Sadly, you can't get outside to skate the planes.

STOP THE PICKPOCKETS

You'll find the first two near where you start and another two in the ladies toilets on the right hand side of the floor below. The final perp is to the right in the section with the flags.

DELIVER THE TICKETS TO YOUR BUDDIES

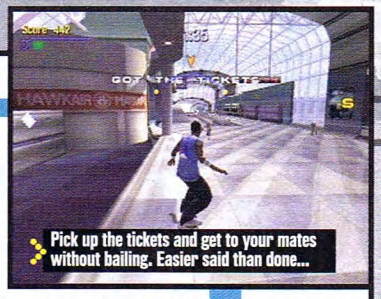
Pick up the tickets from the Hawk Air desk at the start, then make your way all the way down to the left of the Flag section. Don't fall off, and jump over the metal detectors.

SECRET AREA

Go through the baggage machine behind the right-hand Hawk Air desk and continue outside to find a grindable chopper.

CROOKED GRIND THE BAGGAGE CLAIM

Downstairs from the chopper you'll find the Baggage Claim. Hit ↗ + ▲ and do a complete circuit of it.


Pick up the tickets and get to your mates without bailing. Easier said than done...

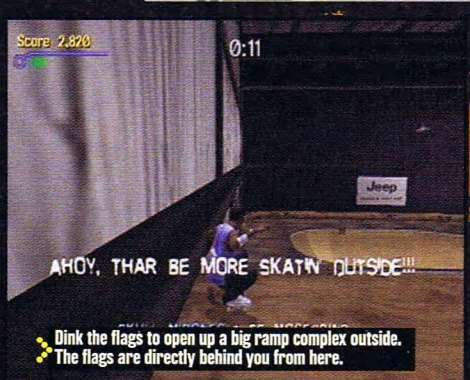
AIRWALK THE ESCALATORS (vert skaters only)

Take a running jump at the top of the escalator and hit ↓ + ◎, holding them down for as long as possible. Alternatively, just jump up on to the roof lights and pull the same trick off from up there.

SECRET TAPE

At the Departure Gate, launch yourself skywards from the tall thin ramp to the right. When you reach peak height, hit ▲ and grind round to reach the tape.

LEVEL SIX SKATER ISLAND

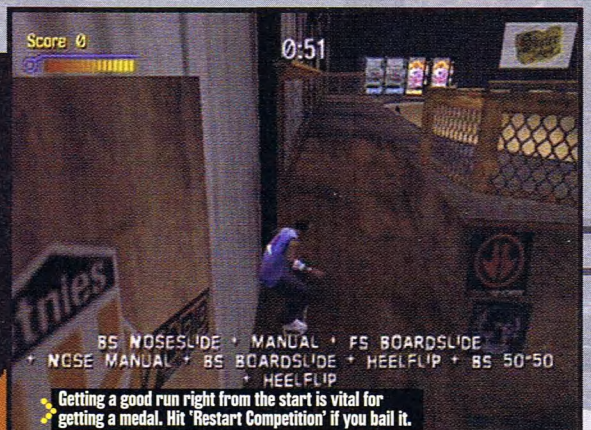


Dink the flags to open up a big ramp complex outside. The flags are directly behind you from here.

The second competition takes place in a plywood paradise. You need a few thousand more points and less spills than Rio to please the judges. A safe run is to trick over the fun boxes in front you, then manual across to grind the two corner ramps. Then get grinds going around the wooden bowls before dropping into the vert ramp to spin out some special moves.

Hidden Area

Find the Neversoft surfboard on the wall above the half-pipe. Skate towards the two hanging flags. Ollie the gap and grind the left hand flag and a message will appear telling you that there's more skatin' to be done outside.



Getting a good run right from the start is vital for getting a medal. Hit 'Restart Competition' if you bail it.

LEVEL SEVEN LOS ANGELES

The Sick Scores are getting silly now, so bring out the Specials and link tricks together with revert/manual. Try riding up the fire engine's ladder and onto the building ledges for good Gaps. Attack the ladder from the adjacent concrete bank. For added points, there are folk around who'll reward you if you show your skills off.

START THE EARTHQUAKE

The square section in front of you at the start has four hand rails around its perimeter – one on each side. Grind each to set off a tremor, and watch the carnage when you're done.

STOP THE CAR CHASE

Get up onto the ruined Freeway using the concrete ramp behind the Car Wash. Grind the green car that is hanging perilously off the edge and it will make a timely fall onto the roof of the robber's van.

SECRET TAPE

At the end of the Freeway there's a flimsy wooden ramp facing a high ledge. Leap across and then leap again to the adjacent purple building. Immediately grind the edge to the right and you'll be led to the tape.

FREE BALLIN'

It's hard to miss the two large, pink balls below the Secret Tape. Ollie over them, timing it so you can just dink the top by pressing △.

VARIAL KICKFLIP THE TOWER RAILS GAP

First, smash though the glass behind the fountain to get to a small ramps 'n' rails complex. The Tower Rail gap is between the two sets of stairs. Get some speed up and press ↘ + ⊡ to perform a varial kickflip between the two stair rails.

ONE FOOT JAPAN THE TOWER POPPIN' TRANSFER (vert skaters only)

Get to the same section of the level as for the Tower Rails Gap challenge. You need to transfer over the raised pebble-dashed half-pipe and hit ↖ + ⊡ in order to perform the One Foot Japan.

Hot stuff baby! Get them little wheels burning by grinding the fire engine ladder up to the building ledges.

LEVEL EIGHT TOKYO

As you'd expect, for the final competition stage in Tokyo, the judges get really harsh. The arena is quite tight but its riddled with Gaps and transfers. Trick from just about any object to another and you'll find one. With all your practice at linking tricks together and your stats nearing max, acquiring a medal shouldn't be any bother.

Hidden Area

This is extremely hard. Go to the far end of the level and get into the right hand bowl. You need to jump up to the ledge in the right hand corner then grind you way over the orange lanterns all the way to the judges' booth. Now grind from the judges' booth down the left hand overhead wire until you reach a large orange circle. Grind through that to unlock a secret area below you. Phew!

LEVEL NINE CRUISE SHIP

If you've acquired enough Stat Points then you'll have a butt-bashing skater who's able to cope with the demanding scores on the final level. There are plenty of places to score decent points in but you have to be really careful of going man overboard. The pool can be drained and sessioned by running over the valve at the base of the funnel. Impress the bikini clad honeys for some Spectator bonus scores.

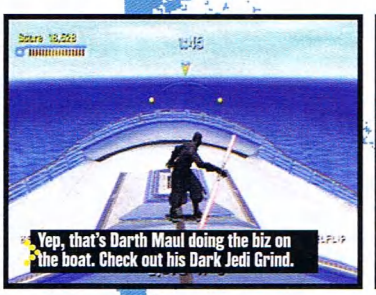
IMPRESS THE NEVERSOFT GIRLS

Woo the ladies with your special moves. Hook up with them here:

- By the pool
- Straight past the pool on the deck below
- The bow of the ship
- The stern of the ship
- Outside the museum
- In the greenhouse
- By the lifeboats

WRECK THE MUSEUM

You'll find the museum directly behind you after you've dropped down into the Pool area. Grind down the rail and dislodge the giant propeller by grinding the supports. Wreak havoc!


Yep, that's Darth Maul doing the biz on the boat. Check out his Dark Jedi Grind.

"Sorry love, you're not my type, I prefer someone a little more evil. Nice cake tho'".

SECRET TAPE

Use the ramps on the heli-pad to get onto the wires adorned with bunting. Grind the bunting over to the funnel, then get off and skate the makeshift quarter-pipe until reaching the tape.

RAISE THE LIFEBOAT

There's a workman fiddling with a switch by the lifeboats. Grind the fuse box in front of him.

NOSEBLUNT SLIDE AN AWNING

Above the ferries are some glass-fronted shops with awning over them. Get onto the awning by leaping over the left hand wall next to the pool. Hit ↑, ↑ + △ to noseblunt.

INVERT THE HIGH WIRES (vert skaters only)

Drain the pool by hitting the valve next to the funnel. Now skate the pool and build up some air. When you're high enough, hit ↘ + △ to perform an invert on the wires that lie above the pool.

EXTRA! EXTRA!

BONUS BITS AND CHEEKY CHEATS

Activision proudly show off their new *Star Wars* licence with Darth Maul.

INSTANT GNARLMASTER

Access the Options menu then go to Cheats. Type in 'backdoor' to unlock all manner of goodies; including Moon Physics, Snowboard style deck, Max stats and perfect balance.

TOTAL FILM

Type in 'Peepshow' to unlock all the pro skater's movie clips and some skin-shredding bail moments.

To get these bonus skaters and levels, complete all 54 challenges in the nine levels, and win gold in all three competitions. You'll need to do it 10 times to get the lot, and you have to use a different skater each time you complete the game. Phew!

First Time – Darth Maul (complete with double-ended light sabre!)

Second Time – Wolverine

Third Time – Warehouse (*THPS1*)

Fourth Time – Officer Dick

Fifth Time – Private Carrera

Sixth Time – Burnside (*THPS2*)

Seventh Time – Ollie, the Magic Bum

Eighth Time – Kelly Slater

Ninth Time – Roswell (*THPS2*)

Tenth Time – Demoness

MASTER CLASS

Code girl gathers together your **collected gaming wisdom** and **spreads the wealth.** Here's how to crack the toughest code and **jump-start your gaming!**

YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...

TIP OF THE MONTH

You're a JOYTECH Top Tipster!

Grand Theft Auto 3

Bash in the following codes during play:

Free Tank – put all weapons away and press ○, ○, ○, ○, ○, ○, R1, L2, L1, △, ○, △.

Increased Wanted Meter – R2, R2, L1, R2 ←, →, ←, →, ←, →.

Clear Wanted Meter – R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓.

Clear Weather – L1, L2, R1, R2, R2, R1, L2, △.

Stormy Weather – L1, L2, R1, R2, R2, R1, L2, □.

Rainy Weather – L1, L2, R1, R2, R2, R1, L2, ○.

Foggy Weather – L1, L2, R1, R2, R2, R1, L2, ✕.

Control Time – ○, ○, ○, □, □, □, □, □, L1, △, ○, △.

Blow Up All Cars – L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, L1.

Who Are Ya? (very cool) – →, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →.

Wear Any Outfit – →, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →.

Violent People – ↓, ↑, ←, ↑, ✕, R1, R2, L2, L1.

People Have Weapons – R2, R1, △, ✕, L2, L1, ↑, ↓.

Sluggish Turning – →, R2, ○, R1, L2, ↓, L1, R1.

Dodo Car Mode – R1, L1, R2, L1, ←, R1, R1, △.

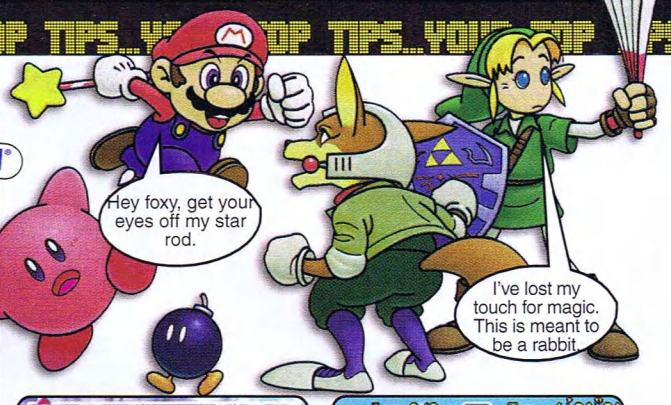
All Weapons – R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑.

Full Armour – R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑.

Full Health – R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, R1.

Nasty Limbs Cheat (note: no message or sound confirms this cheat, but it works) – □, L1, ○, ↓, L1, R1, △, →, L1, ✕.

Andreas Vasilious, e-mail



▲ Karate chopped to death by a half-grown elf, Luigi's no Italian stallion.

▲ Trophy cabinet looking a bit bare? Take a shortcut to get ahead of the rest.

▲ Careful use of pick-ups will also help in your quest to become leader of the pack.

QUAKE 3 REVOLUTION (PS2)

Level Skip – while playing, hold ↓, L1, R1, R2 and SELECT, then press ✕, ○, □, △, ✕, ○, □, △.

STAR WARS: STARFIGHTER (PS2)

Enter the following codes at the main menu.

Two-Player Mode – ANDREW

No Hud – NOHUO

Backwards Control – JARJAR

Invincible Mode – MINIME

Geeky Pictures – SIMON

Christmas Video – WOZ

Level Select and Lots of Money – at the Main menu, hold the R-shoulder button and press B, A, Left, Down, B, Left, Up, B, Up, Left, Left.

Prakash and Ashok Vijayakumar, The Hyde

Enter the code to play a two-player game to discover whether you really are a star fighter.

SUPER SMASH BROS. (N64)

Recover from Disaster – If you're doing a Down and A attack and find yourself about to get stuck recovering for ages, there's a way to avoid leaving yourself seriously vulnerable to attack. At the very moment you make contact with the ground, tap R. This will prevent you crashing into the floor. For example, with Link, instead of shoving your sword into the ground you will pull out your shield instead.

Cheap Trick – if you have sent someone flying off the end but you know they'll be able to find their way back by hanging onto the ledge, there's a way to prevent it. Just hang onto the ledge yourself – it can't hold more than one person.

Team Tactics – if you're in a team game, which is probably the most enjoyable way to play, try this technique to deliver staggering amounts of damage. One of you holds someone (DK works well for holding people) while the other delivers a strong attack at the same time. Yoshi's Jump, Down and A, Jigglypuff's Down and B, or Luigi's Up and B moves work a treat.

Kevin O'Brien, Lincs

MARIO KART: SUPER CIRCUIT (GBA)

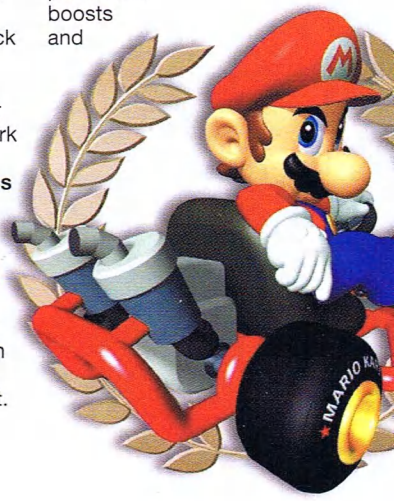
Here are some shortcuts:

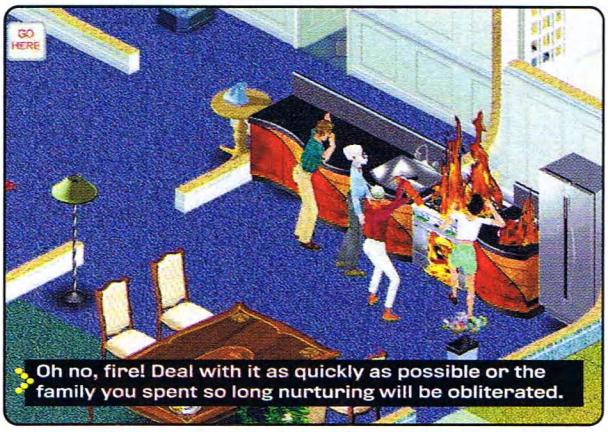
Shy Guy Beach – after the first power-ups, start to turn left and jump across to the island with many coins on it. Now jump back onto the course, knocking a few seconds off your lap time.

Boo Lake – just before the fork in the road, to your left there is a big gap. If you look carefully at it, you'll notice a near-invisible bridge that glows. Driving over it will shave seconds off your laps.

Sky Garden – after the U-turn, to your left there is a cloud that you can jump on to get to the other side, making the lap time shorter.

Snowland 1 – after the third turn, go straight forward, heading towards a passage paved with boosts and





Oh no, fire! Deal with it as quickly as possible or the family you spent so long nurturing will be obliterated.

▲ *The Sims* do *Psycho*, or is she just too knackered to go to the toilet? Dirty girl.

Rude Tip – type 'move_object on' then, when somebody is about to use the shower, move it away from them. He/she will get into the shower but it will not be there, so you will be able to see them naked.

Christopher Guerin, Birmingham

Get even stealthier after you've completed the game. You'll need practice for when the sequel ships in.

▲ This stoner's tough, but with infinite continues we hope you can finish him off.

coins. There is another shortcut on this course, just on the fourth turn. When you hit it, make a dramatic right turn onto an icy path that's littered with power-ups to speed you along.

Broken Pier – the first shortcut lies where you see an arrow of coins pointing towards a jump that can only be made if you use a boost. After this there is another invisible bridge, just after you've made the first shortcut. You'll see a gap where the near-invisible bridge lies. It will cut a corner for you.

Star Cut – at one point on this course you will see a narrow, hovering piece of track. You can get on it by simply driving towards it – the jump will carry you forward. Once you are on you will get a boost straight to the end. When you come off the edge, turn right so you don't fall of when you land.

Ghost Valley – on every Ghost Valley course you can cut the corners by jumping with a bit of speed. If you cannot find these corners, simply look at the map.

Jonathan Lupton, Bradford

PITFALL (GBA)

Extra Continues – tap Start at the Continue screen until the number of remaining Continues increases to nine.

Cheat Mode – press L, Select, A, Select, R, A, L and Select at the title screen to unlock the Cheat mode.

KONAMI KRAZY RACERS (GBA)

Unlock Bear – Begin a race on the Cyber Field 2 track. Collect the blue diamond that's near the finish line, then complete and save the game to unlock Bear.

Quick Start – start accelerating just between the third and fourth light to gain an added boost from the starting grid.

Stephen Tobin, Ireland

THE SIMS (PC)

Millionaire – press Ctrl, Shift and C to get your Cheat bar up. Type 'rosebud' and then type ';!' about 10 times. When you are finished, press '1' and Enter. You'll get a message saying 'No Such Cheat' but this is not true. If you press Okay you *will* get your money, and you can do this over and over again without having to type in the whole cheat.

Stats Tip – press Ctrl, Shift, Alt and C to get your Stats bar up.

Needs Tip – Get the Cheat bar up and type in 'move_objects on'. This allows you to move and delete anything. Now go to Buy mode and click on a Sim. Delete it, then click on the picture of that Sim. Its Needs bar will go way up. Note, you must save your game before doing this cheat, and you must not delete a whole family at once.

Funny Tip – if a Sim is using something, eg a piano or a sofa, delete that item and your Sim will float in mid-air.

No Bills Tip – type 'move_objects on' and delete the mailbox.

No Work Tip – if you type in 'move_objects on' when a carpool arrives, you can delete the cars so you don't have to work that day. Lovely.

▲ The cheat you've all been waiting for... Race as the world famous hero, er, Bear.

METAL GEAR SOLID (PS)

Stealth Gear – complete the game after submitting during the torture scene. Octagon will give Snake the stealth gear after being saved. Allow the credits to complete, then save the game. Load the saved game to begin with stealth gear.

Alternative Title Screen – press the D-pad at the Title screen to change the colour of the background.

Joe Garlick, no address given

DEAD OR ALIVE 2 (PS2)

Unlock Bayman – complete Story mode with every character, or complete Story mode 30 times using any combination of characters.

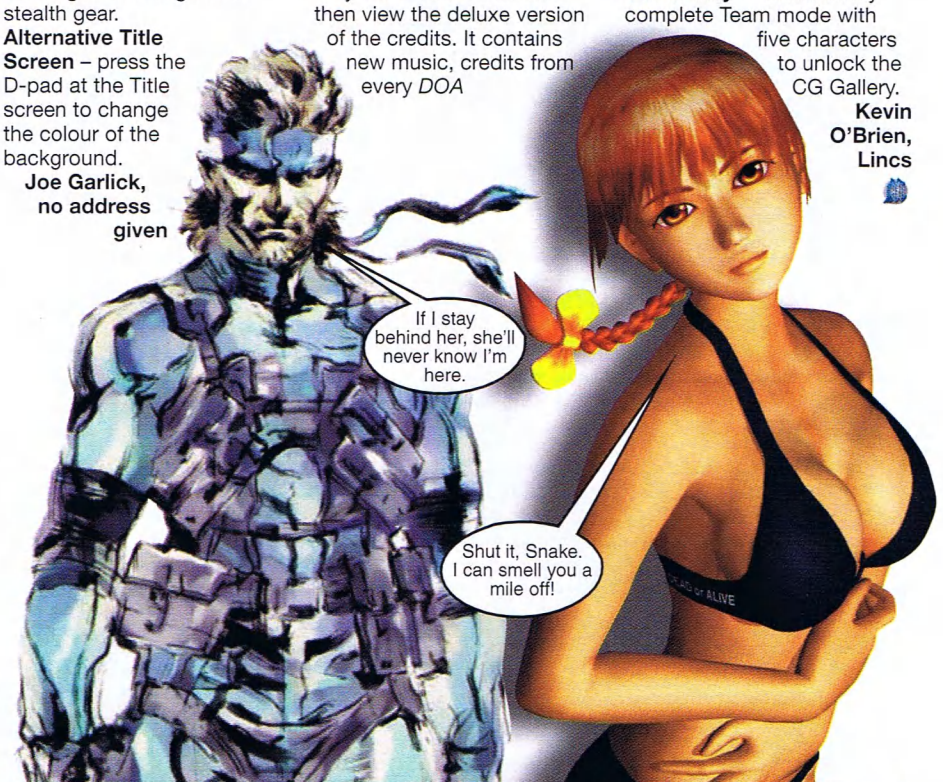
Tengu – collect 10 stars in Survival mode, or play as any combination of characters more than 200 times.

Deluxe Credits – finish the game with every character in Very Hard mode. You can then view the deluxe version of the credits. It contains new music, credits from every *DOA* development team, and website banners.

▲ Check out the big butch bloke adorned with plummage. He failed the Kiss audition.

CG Gallery – successfully complete Team mode with five characters to unlock the CG Gallery.

Kevin O'Brien, Lincs



SEND YA CHEATS AND WIN TOP GEAR!

Want to show the world just how blimmin' great you are at games? We're after new, original tips and cool things you've discovered. As well as showing the world your gaming prowess (the opposite sex love a top tipster) each month the sender of the best stuff gets a bundle of peripherals for the console of their choice from those wonderful people at Joytech. Send your tippage to Masterclass, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail: gamesmastertips@futurenet.co.uk. Sorted!

CONSOLETATION ZONE

Even the **greatest gamer gets stuck.** Share **your gaming grief** with Code Girl and she'll focus her tips powers to **sort you out.** Gawd bless her!

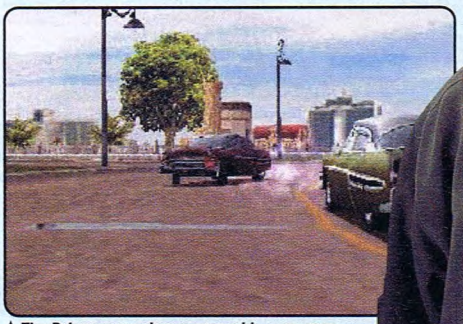
CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING

DRIVER 2

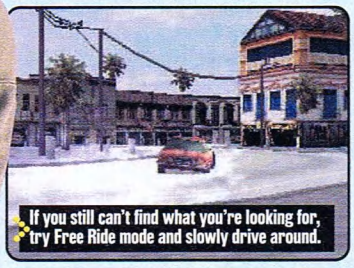
Dear GM,
Please could you tell me where the switch is at the baseball arena on *Driver 2*? I've been driving round for ages but can't find it at all – please help!
Callum Anderson, via e-mail

Easy, all you've got to do is drive around the back to the ticket booth, get out of your car and walk up to the booth. Pressing the action button should inform you that the arena has been opened up as a secret area. You can find a hidden car here as well. Simply drive into the baseball ground, walk up the steps onto the tier, then follow the passage down behind the stands.

▲ There's no driving test in *Driver 2*, so you'll have to practice those handbrake turns on the streets.



▲ The *Driver* games always come with a generous amount of cheats. That's what we want!



If you still can't find what you're looking for, try Free Ride mode and slowly drive around.

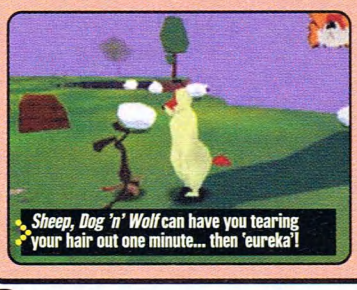
MR NUTZ

Dear GM,
Help me, this camp squirrel is driving me, er, Nutz! Have you got any cheats for this game to save my sanity (plus any squirrels that may be lurking nearby?)
Duncan Collier, Minehead
Okay, but we're only doing this for the squirrels. To access a handy level skip, simply enter NNSTTR as a password. Then, once you're in the game, press Start to pause the action, then press Select to skip forward to the level of your choice.

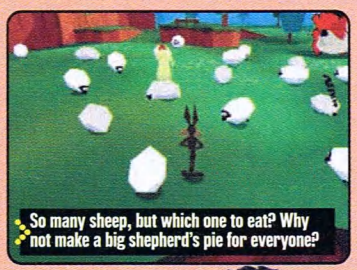
SHEEP, DOG 'N' WOLF

Dear GM,
Please could you tell me if there are any secrets to be found on *Sheep, Dog 'n' Wolf*? I do love it to bits but I am finding it a bit difficult at times.
Paul Sadler, Portsmouth

Rustling the fluffy balls of wool to safety ain't easy. So when you get your thinking cap on, there are a couple of secrets we can divulge. To enter a hidden level in Back in Time, simply enter the Back In Time level door from the opposite side. Also, to access a hidden Autumn level, go to the Autumn level hallway and head to the right to find a black wall. Double jump through the wall into a hallway, then enter the door at the end.



Sheep, Dog 'n' Wolf can have you tearing your hair out one minute... then 'eureka'!

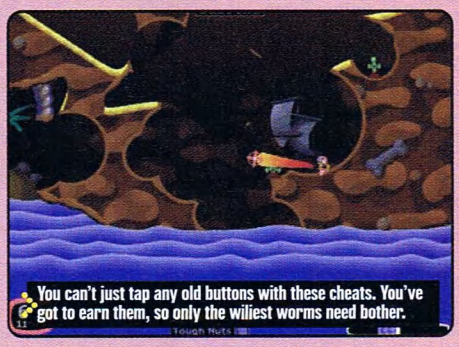


So many sheep, but which one to eat? Why not make a big shepherd's pie for everyone?

WORMS ARMAGEDDON

Dear GM,
Can you tell me how I can unlock some special features in *Worms Armageddon* for PlayStation please?
Nick Lindley, via e-mail

You can unlock a host of special features by completing certain tasks in the game. Here's what wormy delights await your wriggly warriors...



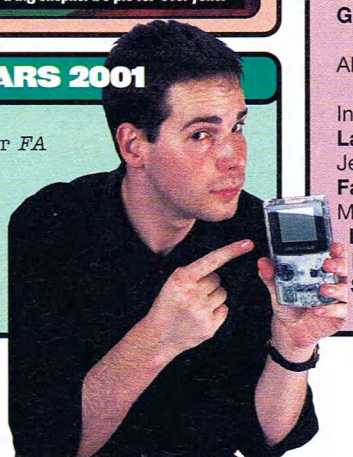
You can't just tap any old buttons with these cheats. You've got to earn them, so only the wiliest worms need bother.

FEATURE	AIM
Aqua Sheep	Earn a gold medal in Super Sheep Racing training mode.
Longbow Power-Up	**Earn a gold medal in the Euthanasia training mode.**
Shotgun Power-Up	Earn a gold medal in the Rifle Range training mode.
Grenade Power-Up	**Earn a gold medal in Artillery Range training mode.**
All Crates Have Sheep	Earn a gold medal in the Crazy Crates training mode.
Invincibility	Earn an Elite rank in Deathmatch mode.
Laser Sight	**Complete mission four.**
Jetpack	Complete mission eight.
Fast Walk	**Complete mission 13.**
Multi-Player Invisibility	Complete mission 16.
Low Gravity	**Complete mission 20.**
Indestructible Landscape	Complete mission 25.
Super Banana Bombs	**Complete mission 33.**
Full Game Options	Gold medal and Elite rank in all modes.

FA PREMIER LEAGUE STARS 2001

Dear GM,
I am just writing to ask if you've got tips for *FA Premier League Stars* on PC CD-ROM?
Joe Bevan-Crust, via e-mail

We've got the daddy of cheats for that game, Joe! All you've got to do is start a new season and then enter your name as Goalrush Utd. Now you'll get a six-goal advantage and 1000 stars to spend anyway you like.



MAX PAYNE

Dear GM,
First of all, I think your magazine rocks! And I was wandering if you could put some cheats for *Max Payne* on PC in your next issue? Thank you!
No name given, via e-mail

With these top cheats, you don't need to worry about running out of ammo. Shoot!

To access Cheat mode, start the game with the -developer command line parameter. To do this, go into the properties of your *Max Payne* desktop icon (right click icon, then select Properties) and change the entry for the program to 'Target: 'C:\Program Files\Max Payne\maxpayne.exe' -developer'. Then press F12 during the game, and enter the following codes to activate the cheat.

EFFECT	CODE
God Mode	**god**
Disable God Mode	mortal
Debug Mode	**coder**
No Clipping Mode	noclip
Disable No Clipping Mode	**noclip_off**
Slow Motion	getbullettime
Display Framerate	**showfps**
All Weapons	getallweapons
Unlimited Ammunition	**getinfiniteammo**
Baseball Bat	getbaseballbat
Beretta	**getberetta**
Sawn-Off Shotgun	getsawedshotgun
Pump-Action Shotgun	**getpumpshotgun**
Dual Berettas with Full Ammo	getberettadual
Dual Berettas with Full Ammo	**getdualberetta**
Desert Eagle with Full Ammo	getdeserteagle
Dual Ingrams with Full Ammo	**getingramdual**
Dual Ingrams with Full Ammo	getdualingram
Jackhammer	**getjackhammer**
Ingram	getingram
Eight Pain Killers	**getpainkillers**
TMP5	getmp5
Colt Commando	**getcoltcommando**
Molotov Cocktail	getmolotov
Grenade	**getgrenade**
M-79	getm79
Sniper Rifle	**getsniper**
Health	gethealth

THE LEGEND OF ZELDA: MAJORA'S MASK

Dear GM,
I am one of your biggest fans. I would like to ask if you could tell me how to get past a *very* annoying room in *Zelda: Majoras Mask*? In Snow Head Temple, there is a room with four blocks in the floor that Goron Link can pound on to push them in. One of the walls is also covered with ice. You can hit the first one, which makes a pillar come up that you can't climb up on. The other ones can only be pounded one at a time. When you pound one of them the pillar goes down and the other one comes up. Please could you tell me what to do?
Bryce, via e-mail

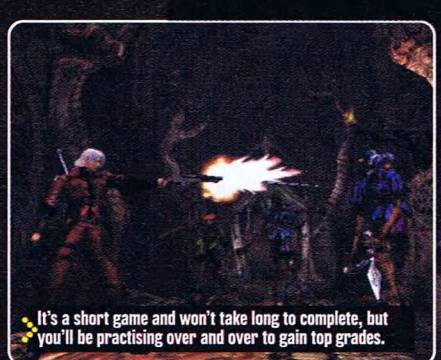
Solve puzzles like these and prevent the moon from hitting Hyrule.

Switch between Link and Darmani to jump and pound the switches. First, pound the switch on the bottom left to make the second and fifth pillars rise, then use Link to jump to the second switch, and Darmani to pound the third. Pound the second switch, then use Link to quickly climb onto the fourth and over to the door.

DEVIL MAY CRY

Dear GM,
I know this sounds lame, but I am hopelessly stuck on the fourth mission. No matter how hard I try, I just can't beat the big spider boss. If he's not spitting fireballs at me then he's jumping on top of me. I've tried using various items but nothing seems to work. Help!
Brenden Miller, Bournemouth

Don't be ashamed, we seem to remember this mean mutha making our lives a misery for quite some time as well. The best technique to use is jumping onto its back and aiming a flurry of sword blows at its head. By enabling your Devil Trigger (L1), you'll be able to get a rapid barrage of blows raining down before it throws you off. When it does chuck you, simply keep jumping to avoid its fire attacks, manoeuvre yourself behind it, and then jump straight onto its back again. Of course, if you really want to look flash then you can try retreating and then using precision timing to slash the spider's fireballs and send them crashing back at it, although we wouldn't recommend it.


It's a short game and won't take long to complete, but you'll be practising over and over to gain top grades.

CLASSIC CZ

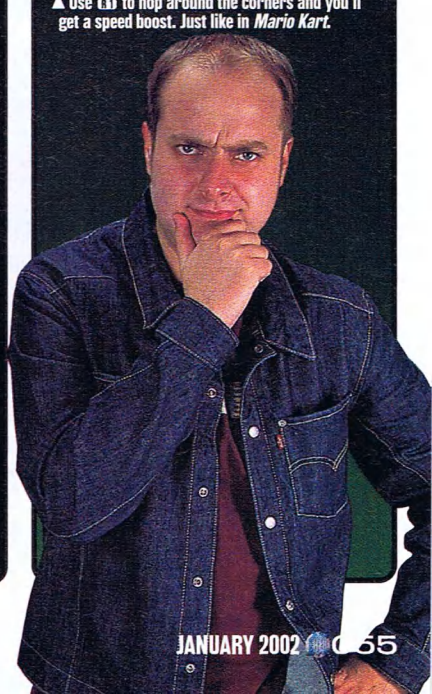
CRASH TEAM RACING

Dear GM
Could you please tell us how to get the red CTR token on the first level of *Crash Team Racing*? Thanks!
Mark 'n' Hayley, via e-mail

To get the red CTR token, you must collect all three letters during the race. We suspect that the letter you're having difficulty getting is the 'T', so here's how you do it: the letter is situated on a jetty that hangs over the track. Just before this jetty is a pool of water which you can jump using a ramp. However, you must drive into the water, turn left to face the bank and then drive towards it. Just before you get to the bank, there'll be a dip in the water, so jump at the precise moment you dip and you'll be catapulted onto the high bank. Now simply drive over and get the letter before dropping back down and rejoining the race.

▲ The latest candidates for *Popstars* looked much better than all that had gone before.

▲ Use L1 to hop around the corners and you'll get a speed boost. Just like in *Mario Kart*.



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THE TOP 50 GAMES OF THE YEAR

Here's what you should have been playing over the last 365 days...

Blimey Charlie, that went fast. 2001 has been and gone and it was nothing like the film! But what it lacked in bone chucking chimps, it more than made up for with amazing videogames.

With Xbox and GameCube yet to hit the UK, it's been a year of transition, with N64 and DC grinding to a halt but still managing some top games, and PSone largely stepping aside to make room for its younger bro'. PS2 really started to rack up the games in the second half of the year and GBA is gradually taking over the world. So GM's proud to present the Top 50 Games of the Year. We've replayed everything released in the UK to bring you this definitive countdown of 2001's gaming greatness...

THE TOP 10 SHOCKERS

1. Evil Dead: Hail to The King
2. From Dusk Till Dawn
3. UEFA Challenged
4. Batman: Gotham City Racer
5. Sabrina the Teenage Witch
6. Robocop (GBC)
7. Who Wants To Be A Millionaire? Junior
8. Army Men: Green Turd
9. Spawn: In the Devil's Hand
10. Surfing H30

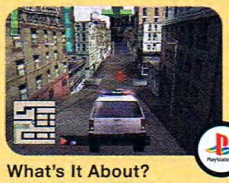
THE TOP 10 LET DOWNS

1. **The N64 is well and truly dead.** No more games! Move along, there's nothing to see here.
2. **No more Dreamcasts are being made.** Sega have made their last ever console. Sniff.
3. **The Japanese GameCube launch line-up.** No Mario, no Zelda, just Luigi and a vacuum cleaner. Ho hum.
4. **No *Half-Life* for Dreamcast.** It would have been ace with the DC keyboard and mouse too.
5. **No mobile phone link-up for the UK version of Pokémon Crystal.** Duff.
6. **Broadband!** If it's so important, why hasn't it even turned up yet?
7. ***Harry Potter* on PSone.** Not terrible. But why dumb down what could have been *Zelda* with broomsticks?
8. **The Game Boy Advance screen.** It's far too dark! Games are so much more fun when you can actually *see* them.
9. ***WWF SmackDown! JBI* not having any of the wrestlers from the Alliance.** Don't THQ watch the telly?
10. **Virtual Reality.** We've seen *Lawnmower Man*. This is the 21st century! We're meant to be silver melty blokes flying around cyberspace!

50 STAR WARS: STARFIGHTER

What's It About?
Slip on a space suit and blast the Federation in this *Episode 1* flight sim.
Why Is It Good?
A laser toting, action-packed experience. And no Binks.
Best Bit
Re-enacting Anakin's Starfighter ride from *Episode 1*.

49 THE WORLD'S SCARIEST POLICE CHASES



What's It About?
The dodgiest gaming licence has produced the best PSone action/driving game since *Driver*.
Why Is It Good?
Drive like a loony – for justice! God bless the US.
Best Bit
Getting orders to shoot the felon. It's the only way they'll learn.

48 WWF SMACKDOWN! JUST BRING IT

What's It About?
Big men in nut-hugging speedos, quite literally wrestling with each other.
Why Is It good?
The best looking grappler, packed with a multitude of matches and stars.
Best Bit
Reversing a Graeco-Roman knuckleback. Always raises a smile.

47 RED FACTION

What's It About?
Get your arse to Mars in this sci-fi FPS.
Why Is It good?
A *Total Recall*-style plot, intensely violent and totally interactive blastable environments.
Best Bit
Turning the walls into Swiss cheese with a tasty rocket launcher.

46 ALONE IN THE DARK: THE NEW NIGHTMARE

What's It About?
Survival horror in your pocket... Just when you thought it was safe to go back into your trousers.
Why Is It good?
Top puzzler with brilliant graphics for GBC.
Best Bit
Witnessing the amazingly rendered backgrounds on ye olde Ninty handheld.

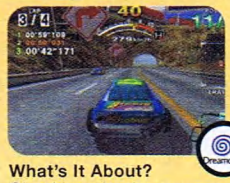
45 RESIDENT EVIL CODE: VERONICA COMPLETE

What's It About?
The Redfield kids team up to tear some zombies new assholes.
Why Is It Good?
The best looking *Resi*. PS2 version has Wesker.
Best Bit
Going all first-person with the sniper rifle. "Shot through the heart and you're to blame!"

44 SERIOUS SAM

What's It About?
Man with large gun goes back to ancient Egypt to kick sand in alien's faces.
Why Is It Good?
Returns to *Doom*-style first-person shooting. Big guns, big aliens, big fun.
Best Bit
Getting caught by Kleer skeletons with only a shotgun to defend you.

43 DAYTONA USA 2001



What's It About?
Chucking chunky cars around unforgiving tracks until they beg for mercy.
Why Is It good?
A perfect slice of arcade racing, and drive online!
Best Bit
Perfecting the slam from first to third gear, enabling you to slide round the bends.

42 JIMMY WHITE'S CUE BALL

What's It About?
Manages to fit both a full-sized pool and snooker table into your palm.
Why Is It Good?
Great ball physics, logical aiming, and offers every type of pool imaginable.
Best Bit
One of the few two-player GBC games you don't need a link-up cable for.

41 LMA MANAGER 2001

What's It About?
Get stressed and throw tea cups with the best console gaffer sim.
Why is it good?
From training to match day action, nothing else offers such an authentic managerial experience.
Best Bit
Your sub wins the game with his first touch.

40 BALDUR'S GATE 2: SHADOW OF AMN

What's It About?
Point 'n' click role playing at its finest.
Why Is It Good?
Hundred of hours of gaming to test your adventuring to the limit. Traditional but great.
Best Bit
Its dense, absorbing atmosphere, despite the top-down view.

39 OPERATION FLASHPOINT

What's It About?
Avoiding WWIII by hiding in bushes and shooting evil rebels.
Why Is It good?
Turns it's back on flash for restraint, intense soldiery. Action Man it ain't.
Best Bit
Taking out a rebel from 100m away. Side of the head, never saw it coming.

38 DEVIL MAY CRY

What's It About?
Fighting evil with a sword, shotgun and magic shoes.
Why Is It Good?
Mind boggling, action packed survival horror. Makes *Resi* look like a bucket of sand.
Best Bit
Perfecting the flying sword uppercut-two gun blast-to-triple Salco.

37 HEADHUNTER

What's It About?
Don the stubble of Jack Wade in this slick, cop action/adventure.
Why Is It Good?
Tips a hat to the stealth and action of *MGS* but combines it with huge environments.
Best Bit
Realising how big the big 3D interactive areas are.

36 CIVILIZATION 3

What's It About?
Creating your own civilisation and testing it against the ravages of time and war.
Why Is It Good?
A god sim, epic in scale but minute in detail and laced with subtlety.
Best Bit
Beating all oppostion by having nicer churches.

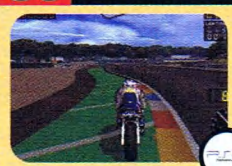
35 FORMULA ONE 2001

What's It About?
Thin, spindly rocket cars razzing road a track to see who's fastest.
Why Is It Good?
Packed with enough detail to choke a cow, and extremely playable.
Best Bit
It comes with a bonus DVD of the highlights of 2000 F1 season.

34 BURNOUT

What's It About?
Tackling cross town traffic head on and without any concern for your fender.
Why Is It Good?
It's the antithesis of *GT3*. Furious, frenetic and ultimately lots of fun.
Best Bit
Tackling rush hour, burnout full on, peeling paint work as you go.

33 MOTO GP



What's It About?
Thrashing plump motorised bikes around the world's best tracks in a shiny, visored helmet.
Why is it good?
Ice cool visuals, a dandy Arcade Challenge, and a punishing Sim mode.
Best Bit
Riding as the scarf eared, ring worrying Klonoa.

32 SUPER STREET FIGHTER

What's It About?
The world's favourite 2D beat-'em-up comes over all portable and stuff.
Why Is It Good?
Superb SNES-like graphics, surprisingly fast gameplay, and all your favourite characters.
Best Bit
Connecting with a Tiger Upper Cut. Eat my fist!

31 SHENMUE 2

What's It About?
Ryu's ongoing quest to find his father's murderer and a change of trousers.
Why Is It Good?
Gaming's only soap opera. A living, breathing unique experience.
Best Bit
The fights. The control system's so ace, it's worth looking for trouble.

30 F-ZERO MAXIMUM VELOCITY

What's It About?
Return of the SNES classic that was wiping out way before *Wipeout*.
Why Is It Good?
Has the frenetic energy of the original but adds new tracks and options.
Best Bit
Caning it through a chicane. Throttle down with an airbrake cuddle.

29 STARTOPIA

What's It About?
Theme Park World at zero gravity. Spatial resource management.
Why Is It Good?
Fulfil all your intergalactic capitalist desires.
Amusing and pretty.
Best Bit
Spending quality time in the leafy, garden-like Bio Deck. Great stress buster.

28 ESCAPE FROM MONKEY ISLAND

What's It About?
Guybrush Threepwood must save his home from evil estate agents in the classic puzzle.
Why Is It good?
Cunning riddles and genuinely funny.
Best Bit
Solving any puzzle. You can hear the penny drop for miles.

27 SSX TRICKY

What's It About?
EA Big's triumphant follow-up to their extreme sledging game.
Why Is It Good?
No other snowboarder combines the sensation of speed, playability and character to such effect.
Best Bit
DVD bits, like interviews with star Macy Gray.

26 BANJO-TOOIE

What's It About?
Happy-go-lucky bear and bird simulator from those crazy kids at Rare.
Why Is It Good?
Brilliant level design and extremely playable. N64 gaming at its finest.
Best Bit
The fact it was released. It seemed to be in development for ages.

25 SUPER MARIO ADVANCE

What's It About?
NES' *Super Mario Bros 2*, given to mum to wash and shrunk to fit GBA.
Why Is It Good?
Arguably the weakest *Mario*, but still kicks ass.
Best Bit
With three link-cables and three mates, play the original. "Memories, light the corner of my mind..."

24 VIRTUA TENNIS 2

What's It About?
Trying to hit a furry yellow ball over a net while wearing white trainers.
Why Is It good?
It's the same beautiful gameplay, but with more options and better teeth.
Best Bit
Acing with an underarm serve. Underarm? Underhand more like.

23 ISS PRO EVOLUTION 2

What's It About?
Latest episode in Konami's quest to make the most realistic footy game ever.
Why Is It good?
Makes other footy games look like *Virtua Recreation of Chimps Playing Rugby*.
Best Bit
Scoring from a free kick. Squeeze that after-touch.

22 DOOM

What's It About?
It's the original monster-munching FPS squeezed into a tight space.
Why Is It Good?
As great as your memories, and still rips along at a frantic rate.
Best Bit
Cacking yourself as you hear the bad-ugly things scraping in the gloom.

21 MARIO TENNIS

What's It About?
Take one plumber and his travelling circus, give them small racquets, a ball and Annette.
Why Is It Good?
Lacks the plump graphics of the N64 version but has all the playability.
Best Bit
Playing with Donkey Kong. Monkey Tennis!

20 ONIMUSHA WARLORDS

What's It About?
Ancient Japan, a load of evil, and a guy with a big sword. Zombie kebab?
Why Is It Good?
It's like a next-gen scrollin' beat-'em-up.
Best Bit
Getting your hands on the Bishamon Sword. Works like a hot sword through cold butter.

19 POKÉMON GOLD & SILVER

What's It About?
Hurling your balls at a crowd of Jigglypuffs. The phenomenon rolls on.
Why Is It good?
The first Pokémon in colour, with years of addictive Poké hunting.
Best Bit
Getting to the end of a dungeon and acquiring a new HM. Mmm.

18 SONIC ADVENTURE 2

What's It About?
The hedgehog's last outing on a Sega baked console.
Why Is It Good?
Same lightning fast thrills of the original but adds five playable characters.
Best Bit
Unlocking the mini-kart game. Every cute games character needs one.

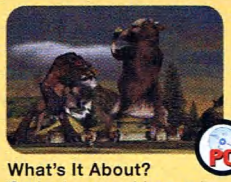
17 SKIES OF ARCADIA

What's It About?
Sail the skies hunting for treasure, and save Earth from evil crustaceans.
Why Is It Good?
Innovative RPG with hours of gameplay, but not the surliness of *FF*.
Best Bit
The fact that the force that controls the magic is called the 'Party Spirit'.

16 QUAKE 3 REVOLUTION

What's It About?
Über PC deathmatch sequel with exclusive levels and a pretty story.
Why Is It Good?
Amazing conversion that keeps the game's intensity, even without the mouse/keyboard controls.
Best Bit
Camping. It's as fun as being back in the scouts.

15 BLACK & WHITE

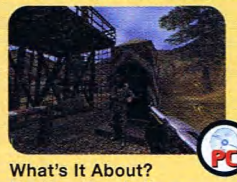


What's It About?
Gathering worshippers in a God-like fashion and tampering with animals.
Why Is It Good?
Amazing AI and a healthy dose of humour. Takes God sims to a new level.
Best Bit
Picking up your beast's crap and chucking it at the peasants.

14 HALF-LIFE

What's It About?
Arguably the best PC alien FPS ever, fiddled to fit PlayStation 2.
Why Is It Good?
Draws you into its plot, spins you round and spits you out the other side.
Best Bit
Facing the Marines. They've hard haircuts, but can they handle *this*!

13 RETURN TO CASTLE WOLFENSTEIN



What's It About?
Nazi beating, Indiana Jones style first person shooter. Puts the camp in *Mein Kampf*.
Why Is It Good?
Combines the zip of *Quake 3* with the stealth of *Metal Gear*.
Best Bit
Toasting Nazi with the best flame thrower ever.

12 SHEEP, DOG 'N' WOLF

What's It About?
A cartoon licence that isn't a pants mini-kart game – or gay.
Why Is It Good?
It's a platform, puzzler, strategy game that plays like an interactive cartoon. Genius!
Best Bit
Finally getting a sheep to enter your ring. Success!

11 PAPER MARIO

What's It About?
A *Mario* RPG that's so cute you could eat it up.
Why Is It Good?
A compelling and absorbing RPG hides beneath the paper thin cartoony visuals.
Best Bit
All your favourite characters rendered with Slim-Fast chic.

TOP 10 TIPS

Max Payne
In the level where you confront BB, in the carpark – just before going down the first ramp – jump on the objects by the entrance to get on a roof with a small, metal-walled building on top. Bash on all the walls with the bat until a panel falls away. Inside you'll see a radio you can turn on to hear a message from the game's developers. Cool.

Tony Hawk's 3
Type Peepshow in to the Cheats Options menu to access all the Skater Videos.

Conker's Bad Fur Day
All Chapters and Scenes Unlocked – Enter WELDERSBENCH as a code. Or just put rude words in and see what is said back to you. The rudest codes ever!

GTA3
Enter ◎, ◎, ◎, ◎, ◎, ◎, R1, R2, L1, △, ◎, △ to get yourself a tank. Press e to fire the gun.

Crazy Taxi 2
To use the Baby Stroller, complete Crazy Pyramid mini-games 2-1 and 2-2 (row four), then press L + R at the Character Selection screen.

Doom (GBA)
Pause the game, then hold L + R and press A, A, B, A, A, A, A, A and you'll have activated God Mode.

NBA Street
Go to the Enter User ID screen and get to the User Record box. Then hold R1 and press ↑, ↑, →, →, ⊗ to unlock a team that includes Graylien Alien, Magma Man, and Yeti Snowman.

Onimusha
Complete the game with at least 10 fluorites then, when you start a new game, Samanosuke will be wearing a Panda suit. Press R1 to wear the hood too.

Serious Sam
Press ~ and type PLEASE KILLALL to kill all of your on-screen enemies.

SW: Starfighter
In the Fighter Training bonus level at the start, fly to one of the nearby asteroids to see a robot making burgers! Extra onions please!

VILLAINS OF THE YEAR

JK Rowling
Suggests in her books that PlayStations are tedious and boring toys and then makes a big sack full of money letting EA make a *Harry Potter* PlayStation game. And what has Coke got to do with Wizards we ask?

Sega
Is that it? After Dreamcast will there be no more consoles? If Sega don't make the first of the next-gen consoles so everyone else can learn from their mistakes, who else is going to do it?

Capcom
Why have they gone GameCube-exclusive with *Resident Evil 4*? Why couldn't they go multi-format? They've miffed many a PS2-owning fan of the series.

Rayman
Give it up you limbless gimp! At least stick to platforming rather than racing.

Nintendo
Ninty are in the dog house for making the GBA far too pricey. £35 quid for a game? You're having a laugh! And they still haven't confirmed the release date for GameCube. We can smell a slippage in the air...

The Xbox Pad Designer
We can live with the pad being the size of a coconut. We can live with the naff cardboard logo in the plastic bubble. But we're really miffed with the fact that the action buttons are so closely cluttered together they might as well be the same one. They will regret it, oh yes. Give us the smaller Jap one!

Army Men
Enough said.

10 CONKER'S BAD FUR DAY

What's It About?
Foul mouthed nut cracker Conker stars in the first ever hangover platform game.
Why Is It Good?
Has much more to it than just shock value. It's another inspired 3D game from Rare. A brilliantly whittled platformer laced with an evil attitude and sense of humour. Where else would you find a giant singing crap?
Best Bit
The *Saving Private Ryan*-style multi-player game. Nibble on this, bitch!

9 TONY HAWK'S PRO SKATER 3

What's It About?
Tony's still having his Big-Air day, this time with larger levels and super shiny visuals.
Why Is It Good?
Retains the same finger flippin'-good gameplay, and sprinkles it with all the goodness PS2 has to offer. Plus, the first ever chance to play online with PlayStation 2!
Best Bit
Being so good at skating that you destroy LA with a massive earthquake.

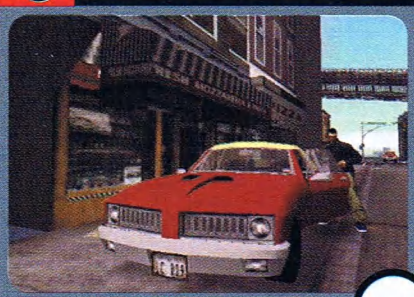
8 PHANTASY STAR ONLINE

What's It About?
A sci-fi RPG epic in a a time of space colonisation and angry little green men.
Why Is It Good?
The one game that pushed DC's capabilities to the limit, being the first to offer online co-operative play. But not at the expense of the game.
Best Bit
Making friends with Francois, Fritz and maybe Andreas, all through community gaming.

7 FINAL FANTASY 9

What's It About?
Tailed David Bowie look-a-like Zidane battles evil in a turn-based fashion with his munchkin pals.
Why Is It Good?
Over 50 hours of intense sword and sorcery from RPG masters Square. Whips you up in its epic plot, amazing FMV sequences and the superbly weighted gameplay.
Best Bit
A return to the *Peanuts*-style, big headed character design of the earlier games.

6 GRAND THEFT AUTO 3

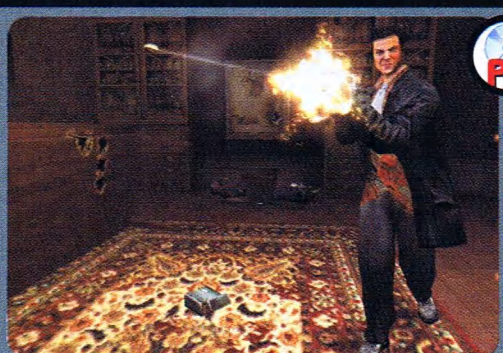


What's It About?
Live life as the baddest mutha on the streets. It's so good to be bad. And this is so bad it's good.
Why Is It Good?
It may be gratuitous but it has the control system, visuals and AI to match the violence. There's so much freedom to just cruise around making mischief. In a tank.
Best Bit
Getting a taxi and picking up fares. It's *Crazy Taxi* with a body count.

5 PRO EVOLUTION SOCCER

What's It About?
It's the virtua recreation of two teams of 11 men trying to force a ball into a metal frame with their feet.
Why Is It Good?
It's the only football sim that really understands the subtlety and majesty of the beautiful game. *Pro Evolution* makes owning a PlayStation 2 a must for all football fans.
Best Bit
They've got line-ups from that 5-1 match absolutely spot on. Owen's a bit ginger though.

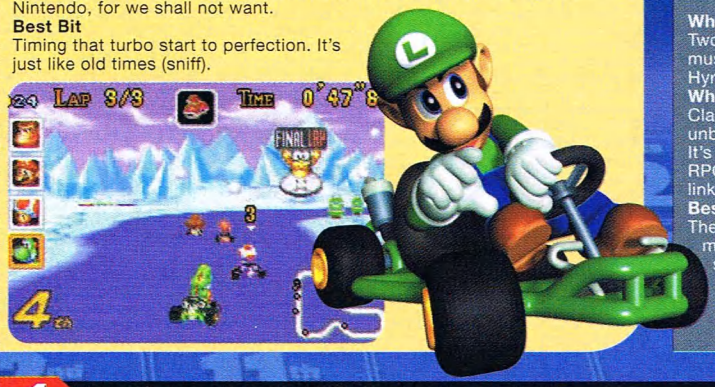
4 MAX PAYNE



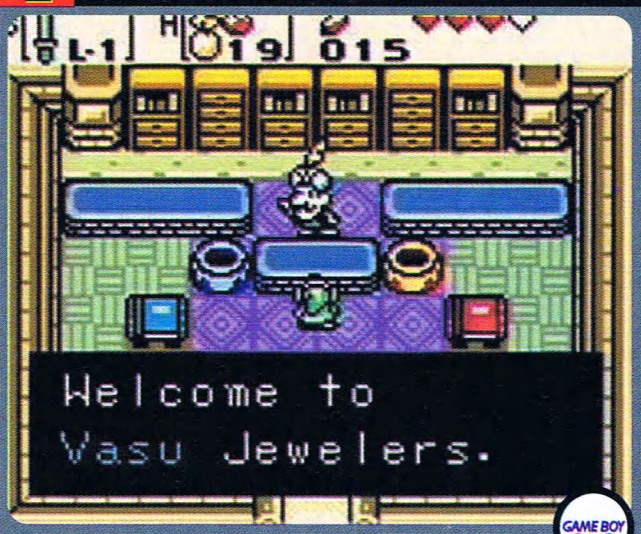
What's It About?
Grizzled cop Mr Payne taking on the world and shooting everyone with a big coat, two guns and a load of *Matrix* style.
Why Is It Good?
Attempts to take 3D action gaming to a whole new level. And succeeds. The Bullet-Time slow motion adds a whole new dimension to an all too often predictable genre.
Best Bit
The first time you glide slo-mo through the air with shotgun in hand and vent your spleen!

3 MARIO KART: SUPER CIRCUIT

What's It About?
It's a spruced up version of the original and best mini-kart game.
Why Is It Good?
One of the most compelling handheld titles since *Tetris*. Blessed are Nintendo, for we shall not want.
Best Bit
Timing that turbo start to perfection. It's just like old times (sniff).



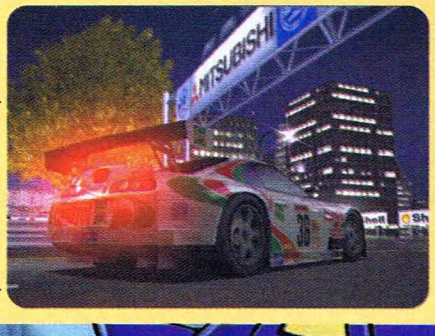
2 LEGEND OF ZELDA: ORACLE OF AGES / ORACLE OF SEASONS



What's It About?
Two separate games that must be linked to rid Hyrule of the evil Onox.
Why Is It Good?
Classic top-down unbeatable *Zelda* action. It's an amazing action-RPG with an innovative link-up twist.
Best Bit
The fact that you and a mate can play two separate games in order to fulfil the same objective. Inspired stuff.

1 GRAN TURISMO 3: A-SPEC

What's It About?
We've been A-Spec-ting you. After years of waiting, the granddaddy of videogames returns. Photo-realistic graphics, 150 different cars, rally driving, and some of the toughest racing challenges ever.
Why Is It Good?
Unparalleled physics, handling, options, graphics, animation and visuals. As close as we've come to simulator perfection on any console. Also, it's number one this year for the effect it's had on PS2 sales. This is a true console maker.
Best Bit
Watching the replays. If you squint it looks all blurry. If you look at it properly though, it looks blindingly real. Scary stuff.



HEROES OF THE YEAR

Sony
Last year they managed to conjure up a shambolic launch with nowhere near enough machines, but in 2002 they've brought it round. The games are stronger, *GT3* has finally come out, and – best of all – they've slashed £100 of the price! If they knock off another £100 we'll love 'em even more!

Sega
The home of Sonic announced that, now Dreamcast has been and gone, they can spend all their time making their amazing games for everybody. We love you Sega!

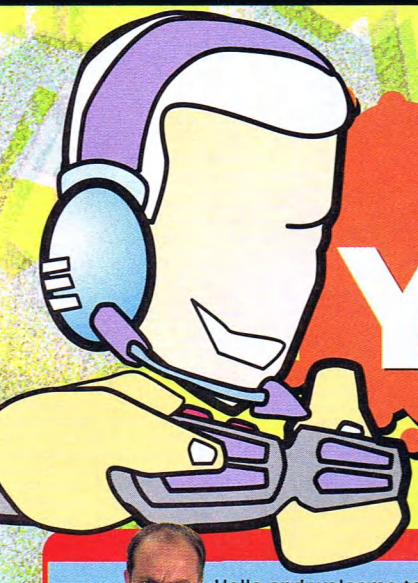
3DO
Despite no one buying or even liking any of the *Army Men* games, 3DO keep on making them. Now that takes a rare kind of bravery that has to be applauded.

J Allard
What a man. He's been given the job of making Microsoft look cool. Mission: impossible? Well he's not there yet, but we love a trier.

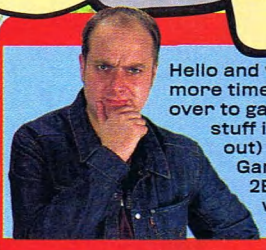
The GameCube Pad Designer
It's not often you can get excited about moulded plastic but the 'Cube pad is the greatest thing in the world. It's cute, it's compact, it's got squishy shoulder buttons. It's the most exciting thing we've had in our hands for a long time.

Luigi
Finally the slim one has emerged from his portly brother's shadow. And what did he do? He hoovered some ghosts...

Hideo Kojima
The man they call Hideo finally pulled his finger out of his arse and finished *Metal Gear Solid 2: Sons of Liberty*. What a hero! Now he can go back to playing *Minesweeper* on his PC for a few more years. And rest.



YOUR SHOUT!



THE EDITOR

Hello and welcome to the bit of GM you write, giving us more time for multi-player *Halo*. Simply send everything over to gamesmaster@futurenet.co.uk, or cram your stuff in an envelope, fill out the coupon (or copy it out) on page 65 and heave it all to us at: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. We might not be able to reply personally but we read absolutely everything you send us! Even the stuff with swearing in.

Robin Alway

A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 65.

STAR LETTER

SEXIST SNAKE!

Dear GamesMaster,

As a girl gamer who loves PS2, I (like the rest of the world) am looking forward to *Metal Gear 2*. But is Snake still going to come out with such sad chat-up lines? Check these out from the last game:

Naomi: "Well, if you make it back in one piece, maybe I'll let you do a strip search on me."

Snake: "I'll hold you to that, doctor."

Urgh! Or this:

Meryl: "So, there's something you like about me?"

Snake: "Yeah, you've got a great butt."

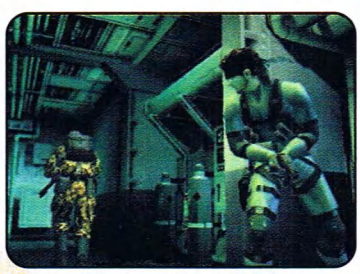
Meryl: "Oh, I see. First it's my eyes, and now my butt. What's next?"

Snake: "On the battlefield, you don't think about what's next."

The man is such a cheesemeister! No self-respecting women would ever come up with or fall for lines like that.

The sequel might look better but I can only hope that old Snake's perfected his lady talk this time around as well.

Zara Roach, Edinburgh



▲ Stealthy but not smooth enough, let's hope Snake tones down the cheese in *MGS2*.

Harsh. GM's 'men' (cough) had Snake down as a hit with the lay-deez until this. We're currently shaving off our stubble, being de-mulleted and walking around the office very unstealthily indeed.

STAR LETTER

GamesMaster

If you're the Star Letter writer you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

SKIN FLINTY NINTY

Dear GamesMaster,

If the rumours about GameCube's delay until September are true, there will be plenty of Nintendo fans, like myself, who feel left in the dark. At the moment it's obvious that they are concentrating on the Japanese and American gaming industry, while us in Europe are being completely ignored. What they need to realise is that there is a huge number of fans here, all dying for the release of the Cube, and we are stuck with playing ancient 64 games. Nintendo will find that in a couple of months many diehard Nintendo fans (myself included) will be tempted to buy a PS2 or an Xbox, because of the wait for a console which is already out in the 'important countries'. What chance do they have in the upcoming console wars here if the console is released six months after Xbox and two years after PS2! I rest my case.

Tom Airey, e-mail

We couldn't agree more – GC needs to be out over here before September. Oi! Folk in the Ninty factory! Get screwing those Cubes together quicker! Slackers. That's not going to help but it might make you feel a bit better.

WHERE TO GO?

Dear GamesMaster,

I have designed a console and got absolutely everything for it – I mean everything. Problem is I don't know how to get it developed. I have got a specifications sheet, 10 games (each a different genre, including a wrestling game) a pad, an expansion slot and much more... So could you help me? How do I get it developed? Maybe you could do a column on me to help publicise it and when I'm rich I will give you some of my earnings!

Precious Ddembe, e-mail

Do you have a name or an artist's impression of this new wonder machine? Station, Cube and Box have gone. So how about the Ddembe Entertainment Octagon?

XPENSE

Dear GamesMaster,

I'm writing to you after hearing how much the Xbox and games are going to cost come launch day. I was quite interested in Xbox after hearing about its performance, but then I heard how much the games would cost: £45! – for one game! Do Microsoft think we're stupid? You can get PC titles for 15 quid less than that, or some PSone budget titles. C'mon, they're having a laugh aren't they? I'm not gonna pay £45 for a revamped version of *Tony Hawk's, SSX* or *Metal Gear Solid* when nothing's changed but the graphics. I'm sure I'm not alone in my view. The machine is going to cost £300. Fair dos, so did PS2 and PSone at launch, and Xbox uses a Ge-Force 3 graphics card which costs £350 alone. But GameCube is only gonna cost £150-£200. C'mon Bill, you've already got £50 billion.

You don't need any more. Us peasants don't have that much dosh, so reduce the costs. You'll make more in the long run.

Laurence Eldred, Reading

£45 is at least a fiver too much. As for the 300 knicker cost of the machine – blame it on the built-in hard drive. Mind you, Gatesy is reckoned to be losing £10 – £50 per machine sold. So no asking him to lend you a tenner next time you bump into him down Burger King.

GET YER OWN GAMES

Dear GamesMaster,

I have recently noticed that some classic PlayStation games are coming to Nintendo and Xbox. Take the *Resident Evil* series for example – a fantastic set of games for any horror fan. But Capcom are now making their *Resi* games for Nintendo's new console GameCube. Does this mean that we are going to have to fork out another £200+ if we want the new *Resi* games but already have a PSone/PS2? Even GBA owners are getting all the great PS classics like *Tekken 3, Tony Hawk's 2* and even the fab *Crash Bandicoot*! The amazing *SSX* now has an even better sequel coming to Xbox and GC, although I am glad to see it appear on PS2 as well. *Tony Hawk's 3* is another PS classic coming to Xbox and GC.

Hopefully the brilliant looking *Devil May Cry* and *MGS2* will convince developers to stay faithful to PS2 and stop making games for Xbox and GC. Why can't Nintendo and Microsoft coders come up with fantastic new ideas for a game, instead of copying the PlayStation range.

Fraser Drake, Glasgow

Glass houseP StonesP Aren't some of the best PS2 games of next year going to be Sega stuff like Virtua Fighter 4P Resi apart, the real trend you're going to see next year is big games coming to all formats at the same time. A Very Good Thing.

GRAPHIC VIOLENCE

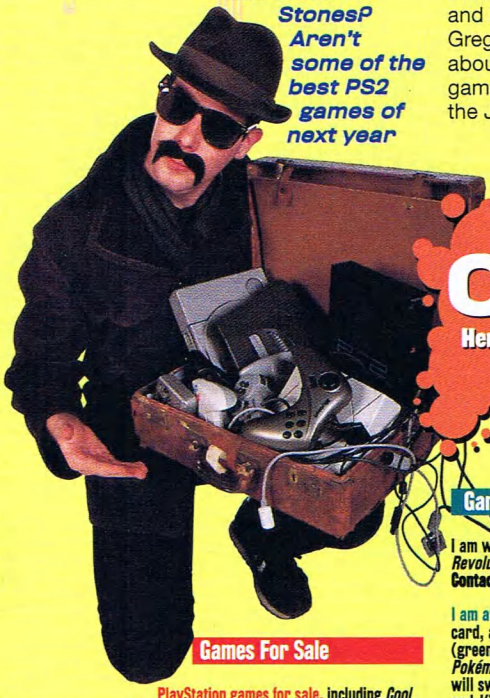
Dear GamesMaster,

I have just been reading issue #114 and I have a few things to say. In Greg's letter, he was moaning on about the Japanese gamers getting games first, but this is good because the Japanese can buy and play the games, and developers can sort out any problems for the European release. Secondly, why is the Alliance stuff not in *Just Bring It*? The Alliance is part of WWF and, if I am not mistaken, the WWF licence is owned by THQ, so all the Alliance wrestlers should be in *JBI*. Why is the woman's champion Chyna not in *JBI*?

Ed Utteridge, Dorset

Too true. Though it doesn't always happen, does itP As for SmackDownl and The Alliance, it's over to GM's resident wrestle fan, Ollie: It's a grey area Ed, but it's to do with EA having the licence for WCW, despite WCW merging with WWF. Should be sorted for the next SmackDownl

See the tenderness with which he punches!



CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p65!

Games For Sale

PlayStation games for sale, including *Cool Boarders 2, Rugrats: Search for Reptar* and *FIFA 2002*. Also, Game Boy Color in mint condition with *Killer Instinct* and *Super RC Pro AM*. GBA game *GT Championship* also for sale. Accessories for sale are a GB link cable, and PSone memory card. I also have a Dreamcast with one controller for sale – buy together or as separates. Call or e-mail for individual prices.
E-mail: fowardsam@boltblue.com, or call 01255 201 927, or 07900 018 289.

Three PlayStation games for sale, including *X-Men: Mutant Academy, Marvel Super Heroes Vs Street Fighter, Fighting Force 2* – all for £25 or £10 each.
Phone Arron Peake on a weekend or after 4pm on a week day on 01529 461 464.

Loads of classic GB games for sale. Contact me to see what I've got and we'll work out a price.
Call Linda on 0268 450 635 at any time.

Dreamcast, PC and Game Boy games for sale. All hardly used. Games include: *Millennium Soldier Expandable* (DC, £10), *Hidden and Dangerous* (DC, £10), *That's Life* (PC, *The Sims* add-on, £15) and *LEGO Racers* (GBC, £10).
Call Tom on 01298 871 768.

PlayStation games and cheats for sale. *Tomb Raider 2, WWF Attitude, Worms* – £8.50 each, or all three games for £25. Will also exchange for an Action Replay CD.
Phone Paul on 0141 889 3374.

Game Boy games for sale: *Super Mario Land 2* (£15), *Mario & Yoshi* (£10), *Pokémon Pinball* (£20). Also available is a *Rollercoaster Tycoon* add-on pack (£10), *Heart of Darkness* (£10) for PC, plus some *Pokémon* magazines for sale, which include tips, cheats and master guides, and once cheat book (worth around £30). £80 for the lot or will swap for a Game Boy Advance.
Call Isabelle on 0208 341 1584.

Games/Consoles Wanted

Is there anyone out there with Dragon Ball: Final Bout, *DBZ Legends* **or** *Ultimate Battle 27*. **I'm willing to swap** *Medal of Honor, Mission Impossible* **and** *Dino Crisis* **for one. Let me know if you have any of the above.**
Call 01706 621 935 and ask for Lee.

I'm looking for a copy of *C&C: Red Alert Counterstrike* **for PC. Contact me if you'd like to sell a copy.**
E-mail: mark_d_williams@postmaster.co.uk, or call 01633 673 218.

I desperately want *Tony Hawk's 2*. **Willing to swap for the first or second** *Crash Bandicoot*.
Contact Chris on 0131 654 1371 Sun-Tue, or 07813 557 415 Wed-Sat.

Games to Swap

I am willing to swap *Ridge Racer* **and** *Ridge Racer Revolution* **for** *Resident Evil*.
Contact Daniel J Boa on 01463 831 637.

I am after a PSone with a couple of games, a memory card, and a control pad. Will swap with a N64 (green/blue), two controllers and three games, including *Pokémon Stadium, Wipeout 64* and *Banjo Kazooie*. Or I will swap for a Saturn with two control pads, *Sonic Jam* and *Virtua Fighter 2*.
Contact Daniel J Boa on 01463 831 637.

Consoles For Sale

Dreamcast for sale with four controllers, six VMUs, a keyboard, a wheel, a mouse, an arcade stick, a lightgun, a mic, a jolt pack, Xploder cheat cartridge, DC-X importer and 31 games, including *Shenmue, NBA Hoopz, Virtua Tennis* and 14 demos. I would like something like £500.
Call me on 07870 453 124 or e-mail me at: jakegarfield@hotmail.com.

Dreamcast with two games (*Soul Calibur* **and** *Chu Chu Rocket*) **and one controller. All in mint condition and the DC has internet access – all for £60. Must get money first.**
Phone Arron Peake on a weekend or after 4pm on a week day on 01529 461 464.

SNES for sale with 12 games and two controllers. I'm selling it for prices between £60-70, or will trade it for a N64 with *Pokémon Stadium* **and controller.**
Call Gurcharan Singh on 0113 766 7794.

Boxed Dreamcast with eight games, including *Phantasy Star Online, Quake 3 Arena, Unreal Tournament, Crazy Taxi 2, Bust-A-Move 4, Fur Fighters, Charge 'n' Blast, Chu Chu Rocket, Panet Ring* **and a Dreamkey. I have loads of mags, three controllers, two VMUs and a keyboard – all for £250, or will swap for PS2 with one controller.**
Call Jermaine on 01793 615 689.

PlayStation with 55 games, two controller pads, four memory cards and two guns. All boxed and in good condition. £230 ono.
Neil Lowe, 16 Church Lane, Croft, Skegness, Lincolnshire, PS24 4RR.

Lime green GBC for sale. Includes five games (*Super Mario Bros Deluxe, Roadsters, Pokémon Blue* and *Yellow*, and *Donkey Kong Land*). All in excellent condition, fully boxed and packaged, and with manuals. Only £60!
Call Tom on 01698 283 379.

Nintendo 64 for sale. Fairly good condition, three pads, two Controller Paks, one Rumble Pak and six games, including *Perfect Dark, Donkey Kong 64* (and Expansion Pak), *Goldeneye, F-Zero X* and *Killer Instinct Gold* – all games boxed. £80. Also, Game Boy Color for sale, with wormlight, one link cable and five games, including *Perfect Dark, Mission Impossible, Tetris, FIFA 2000* and *F1 World Grand Prix*. All for £30.
Call Dave on 01254 235 349, or 07903 362 994.

N64 for sale with four games and a Scart cable for £100.
Call Chris Lee on 01954 211 454.

Game Boy Color for sale, with *Pokémon Blue, Yellow* and *Silver, Killer Instinct, Race Days, Donkey Kong Land 1 & 2, 720º, Batman* and an Xploder Cheat Cartridge (£15). Console £25 and all games £10, or buy the lot for £125 ono.
Contact Nick Griffin, 5 All Saints Close, Bishops Stortford, Herts, CM23 2EA.

N64 for sale with *Mario 64*, one controller and a Memory pak – £120.
Call Namdev on 0141 639 9135.

Mega-Drive for sale with two controllers, *Mega Games 1 & 2* and various others. Will accept sensible offer, plus *C&C: Red Alert* for PC and *Gangsters: Organised Crime*.
Write to Nick Masters, Hillside, 13 Hillside Drive, Kingsbridge, Devon.

Penpals

Want to chat with like-minded loonsP Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 65!

I am looking for a male penpal from the UK, aged 12-14. Must love GameCube, *The Simpsons* and N64. 100% reply to all. Must hate PlayStation.
Gavin McNicol, Strathyre, Torrin Road, Broadford, Isle of Skye, IV49 9AB.

Hi, my name is Rickie. I'm looking for a male/female penpal aged 10-12. I'm male and 11 years old. You must have a Game Boy or PlayStation and must not like wrestling. You must like Eminem and *Dragon Ball Z*. Send a photo if possible. 110% reply guaranteed.
Rickie Anderson, 36 Glenholme Road, Bradford, BD8 9DR.

Male/female penpal wanted, aged 12-14 (I'm 13). Must like *Pokémon, Harry Potter* and must have a PlayStation and Game Boy. Send a photo if possible. 100% reply.
Sam Kindall, 16 Belle Vue Road, Old Cwmbran, Gwent, NP44 3LE.

Male/female penpal wanted, aged 11-13. Must be into GBA, GBC, GC, PS, PS2, N64 and/or PC. I'm a fan of all consoles and own a GBC, N64 and MegaDrive. I await your letter. 100% answer guaranteed.
Donald Lees, Cotswold Community, Spine Road West, Ashton Keynes, Swindon, Wiltshire, SN6 6QU.

Male penpal wanted, aged 11-13. I'm 12 and I like *Sonic, Dragon Ball Z, Mario* and *Delta Force*. You should hate *Final Fantasy* and *Harry Potter*. I like *The Simpsons, Futurama* and bands like Shaggy, OPM and Wheatus. Send a picture and maybe an e-mail address. I will reply 100%.
Thomas Keith, 159 Robin Hey, Leyland, Lancashire, PR26 7UR.

Male/female penpal wanted. Hi, I'm looking for a penpal aged 13-15 (I'm 14). Must like music and videogames. I like all computers and games. I also like RPGs, sport and comedy. I also have a good sense of humour. Photo if possible. 101% reply.
Chris Armstrong, 101 Nettlehill Road, Lisburn, Co. Antrim, Ireland, BT28 3HF.

Male/female penpal aged 12-14 wanted. I like Dreamcast and Game Boy. I also like football and Ali G. I support Rangers and Manchester Utd. I love Eminem and Limp Bizkit. 100% reply.
Ian Mackie, 25 Sycamore Avenue, Beith, Ayrshire, Scotland, KA15 2DW.

Male/female penpal wanted, 12-14. Must like all *Final Fantasies* and Limp Bizkit, Linkin Park, etc. Must also like PlayStation, *The Simpsons, Metal Gear Solid* and the internet. 100% reply to all letters. Please send a photo if possible.
Ian Waller, 78 Rosmead Street, Newbridge Road, Hull, HU9 2TF.

Male/female penpal wanted aged 11-14 (I'm 12). I own a DC, GBA, SNES, MegaDrive and PC. I also like *Harry Potter* books. I don't care what interests you have or what consoles you own. I will reply to all letters that are sent. I would appreciate a photo or mobile phone number too.
David Stait, 53 Dormston Drive, Weoley Castle, Birmingham, B29 5XB.

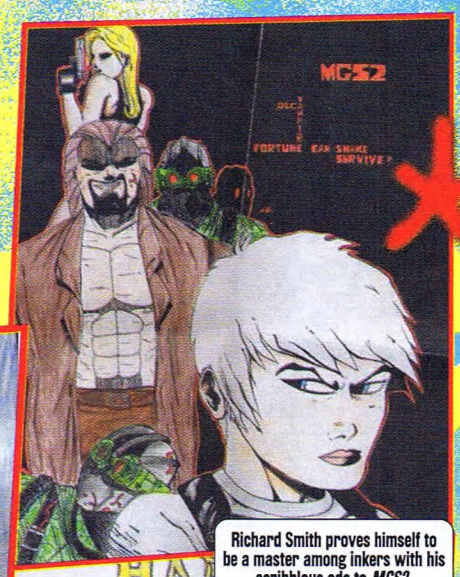
Hey, my name's Leo. Im 13 and looking for female penpal for a relationship (age 12-13). I like skateboarding, *Final Fantasy*, Korn and The Offspring. Photo if poss.
Leo Dempsey, 1 Vesper Walk, Kickstall, Leeds, LS5 3NQ.

GM ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 65!

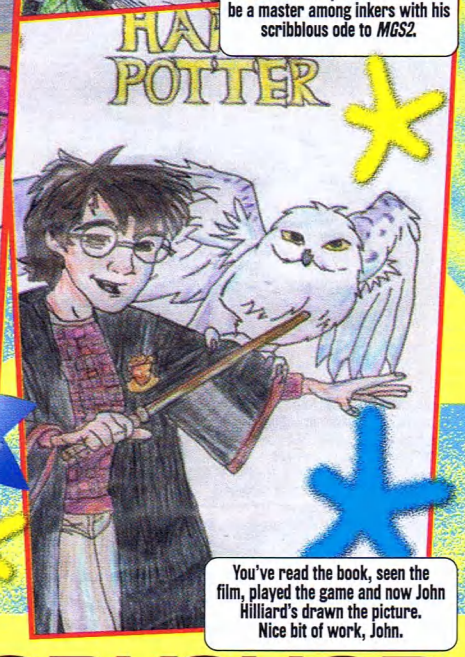
Sonic practices his catalogue poses with a bit of help from Michelle Arthur's pencils. What a dapper hedgehog.

There are ghoulish goings on afoot in Thomas Gannon's picture of Luigi being chased by ghosts away from his mansion. Get that Dyson in action Luigi, and suck up the lost souls!



Richard Smith proves himself to be a master among inkers with his scribblous ode to *MGS2*.

Jaswant Singh tries to suck up to the GM crew with a drawing dedicated to the mag. Nice try Jas, but we want chocolates as well.



You've read the book, seen the film, played the game and now John Hilliard's drawn the picture. Nice bit of work, John.

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!

Dentists will be happy with Stephen Hughes' game idea and its subtle message to get you cleaning your nashers. Sparkly!

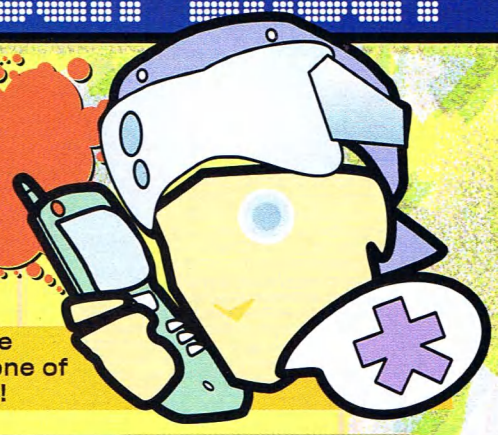
How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 65. If you win you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Keeping control of the whole package, the designer of *Tim Henman's Pro Tennis* for PS2 has designed the disc, case and instruction booklet to take this month's coveted prize. But we don't know your name and address, so drop us a line so we can reward you for your lovely efforts. Congrats!

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

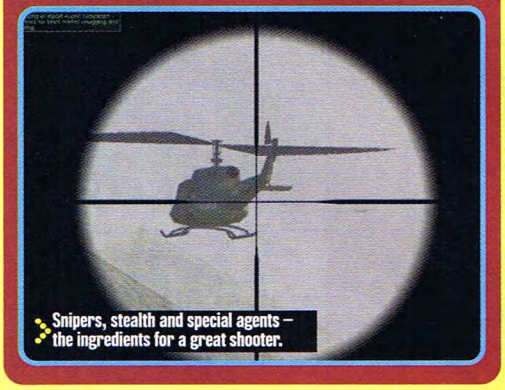
Project IGI

PRICE: £25 PUBLISHER: EIDOS

REVIEWER

Lloyd Davies

Project IGI (I'm Going In) is, quite simply, one fantastic game. It's an action-packed first-person shooter with a great blend of *Metal Gear Solid*-style stealthy gameplay, and it works absolutely perfectly. With a wide selection of weapons and extremely easy to extremely hard levels (especially the third one!) this game is a definite winner. The weapons range from a super sharp combat knife to the good old AK47 to one of the coolest sniper rifles I have ever seen in a videogame, the Dragunov. In this fab game you play the part of a cheesy Welsh special agent who seems to be annoyingly cool and calm all the time. I've got to admit though, he is pretty damn cheesy! The only real flaws in this near-perfect game is the fact that nearly every single enemy looks exactly the same. However, the multi-player works like a dream. The levels are brilliantly designed and scream out for an online match. This game is a true stealth classic in my opinion, and definitely deserved the 90% it got in GM103. If you own a PC, this is amazing.



Snipers, stealth and special agents – the ingredients for a great shooter.

Super Mario Advance

PRICE: £35 PUBLISHER: NINTENDO

REVIEWER

Ben Turner

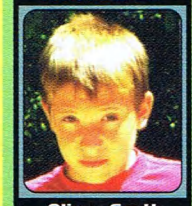
If you have a GBA, *Super Mario Advance* is one of the must-have games. It is based on the original game *Super Mario Bros 2* for NES. Nintendo took *Super Mario Bros 2* and made it a lot better by adding Yoshi's Challenge. This means that, as well as completing the *SMB2*, you must also find two Yoshi eggs on each level. The game also has another cool feature, which is that you can play as any one of four characters: Mario, Luigi, Toad or Peach – and they all have unique special abilities. Unlike the NES version, you can save this game onto a file and return to levels you've already cleared. Another extra included on this cart is the very first *Mario Bros* game. Play this alone for a break from *SMB2*, or link up with some mates for multi-player bedlam – despite being old it's a tough challenge. My favourite bit is the way the Start screen changes to show your achievements. Magic.

▲ The link-up feature allows you to rumble with up to four mates. You couldn't do that on the NES version. Get into retro gaming!

Phantasy Star Online

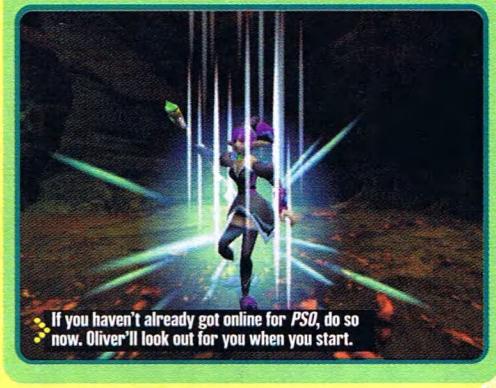
PRICE: £30 PUBLISHER: SEGA

REVIEWER



Oliver Scott

I was never interested in *Phantasy Star* when it was on Sega's MegaDrive, but my interest in the game increased when I read the review for Dreamcast's online version. It really is one of the best games ever! I think it's fantastic. I love the way you can be in serious trouble one minute then saved by a team mate who's more advanced than you, and blows away all the creatures. Then, when you reach an advanced status, you can return the favour by helping and reviving beginners. However, as time has gone by there are now very few beginners, so the gameplay's more about just shooting monsters, without the added team mate strategy element. It's still a very good game but there's no way it will remain as good as when it first came out now. There are only four levels in the game and, after completing them countless times, all there is left to do is find rare weapons. Nevertheless, I'm really glad I bought this game and I urge all GameCube and PS2 owners to buy this when it lands next year. Sega still refuse to give up.



If you haven't already got online for *PS2*, do so now. Oliver'll look out for you when you start.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

Are you gonna make a new year's resolution? What's going to be 2002's biggest game? And which game were you most disappointed with in 2001 – which one fell below your expectations?

RESOLUTION? _____

BIGGEST GAME _____

DISAPPOINTED WITH _____

Check back next month for the results!

Result!

In issue 113 we asked if Halloween was a trick or treat, is it okay to cheat in games, and who's gonna wear the next console war?

HALLOWEEN: Treat

TO CHEAT OR NOT TO CHEAT?: Cheat

WAR WINNER: PS2

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

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NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE!...BRITAIN'S BEST REVIEW ZONE! BRITAIN'S BEST REVIEW ZONE!

REVIEWS EDITOR

Hello and welcome to what, in terms of big games, must be one of GM's most important reviews sections ever! We've got every next-gen console's killer game up for review. See how *MGS2*, *Halo* and *Rogue Leader* get on – we can't remember having so many massive scores in one issue. Have no doubt, it's going to be a top 2002.

Richard Melville

PlayStation.2
p.68
METAL GEAR SOLID 2
THE GAME THE WORLD HAS BEEN WAITING FOR IS HERE! TURN THE PAGE WITH TREMBLING HANDS FOR THE GM VERDICT ON PS2'S KILLER GAME!

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p100 • Gradius Advance • International Karate Advanced • Snood • Frogger Adventure • ISS • Rampage Puzzle Attack • Fortress • Tetris Worlds

METAL GEAR SOLID 2 (PS2)....68
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JAK AND DAXTER (PS2)....78
STAR WARS: ROGUE LEADER (GC)....80
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Reviews Round-up p103 Thief (PC) • Colin McRae 2.0 (PC) • Grind Session (PS) • Driver 2 (PS) • 18 Wheeler (PS2) • FIFA 2002 (PC) • Severance: Blade of Darkness (PC) • Stunt GP (PS2) • Rayman 2 (PS) • Driven (PS2) • Portal Runner (PS2) • Popstar Makers (PS)

Crawl over the page to see how good Snake's latest really is...

REVIEWER

Dan Griffiths

IROQUOIS PLISKIN (David Hayter)

OUT: NOW (US), 22 FEB (UK) FORMAT: PS2 PRICE: IMPORT DEVELOPER: KCEJ PUBLISHER: KONAMI SPECIAL FEATURES: NONE OTHER FORMATS: NONE CALL: 0208 582 5573 PLAYERS: 1

GAMING MASTERPIECE

Softography

These guys have also made...

Metal Gear Solid	94%
ISS Pro Evolution	90%
ISS Pro Evolution 2	96%
Pro Evolution Soccer	93%
Silent Hill 2	86%
Castlevania	82%

Aah! They've ruined the sequel to the best game ever. Oh no, that's *Penny Racers*...

It's been three-and-a-bit years since *Metal Gear Solid*. And if ever absence has made the thumbs grow fonder, it's now.

How we remember the first time we survived the torture test... We manfully gripped the PSG-1... We avoided the clonking feet of a 40ft nuclear-capable killer-robot...

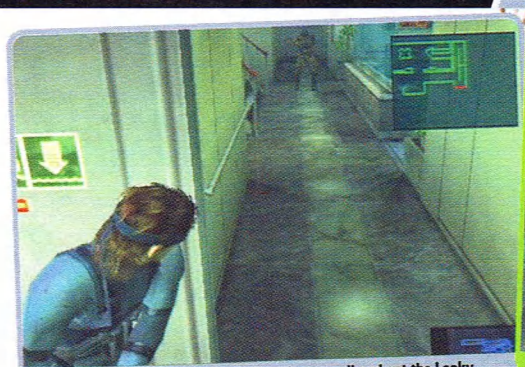
Great days. But now, as we play *MGS2*, nagging doubts spring back. Weren't some of those movie bits boring? And what was that plot about? And you could finish it in eight hours if you had wrists like pistons...

So much has changed with *MGS2*... But then so much is the same. We mean, the camera moves the same, Snake's inventory works the same. The guards have the same short memories and forgiving nature (punch them in the face and 30 seconds later they'll forgive you). It's still tricky to get the weapon you want when you want it, or to open fire if in

Metal Gear Solid 2

Newbies – Start Here!

Hello newbies. *Metal Gear Solid* basically works like this: you've got to get from the beginning to the end of each area without being spotted by the guards, using a mixture of stealth and innovation.



First of all you press your back against a wall and get the Looky Round the Corner camera on. You can then lean round for a peek.

You can then tranquilise the guards with your tranquiliser gun or cunningly crawl and sneak around right under their noses. As thus.

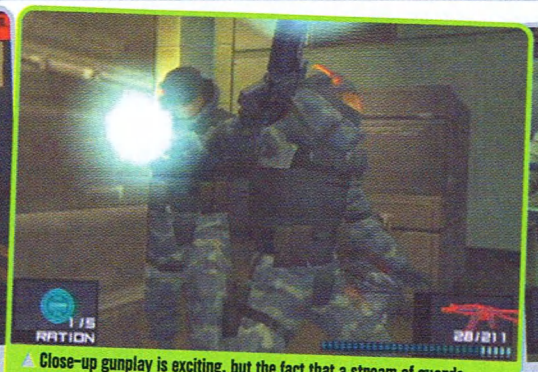
Alternatively, you can go wading in and try to kill everyone. Be warned though, once the alarm is triggered you're usually toast.

(C) 1987 2001 KONAMI COMPUTER ENTERTAINMENT JAPAN. ALL RIGHTS RESERVED.

A Bullet In the Head!

One of the coolest new additions to the gameplay in this sequel is your ability to shoot from a first-person view, allowing for some circus worthy sharp-shootin'. Take 'em out limb by limb.

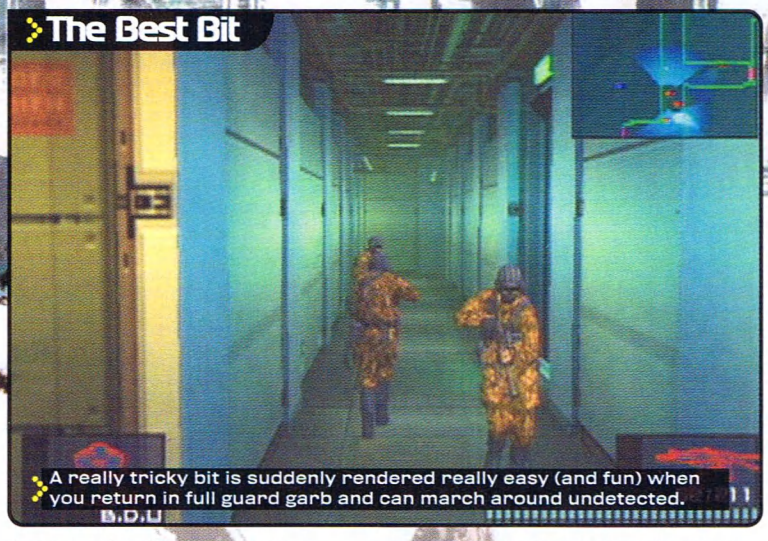
Shots to the head have the most powerful effect. The arse is also a very sensitive area for placing tranquiliser darts for the fastest results.



Close-up gunplay is exciting, but the fact that a stream of guards come running once the alarm is triggered mean it's best to avoid it.

Some of the guards sport these natty see-through shields. The way to defeat this lot is to shoot them in the feet or in the top of the head. Ouch.

The Best Bit

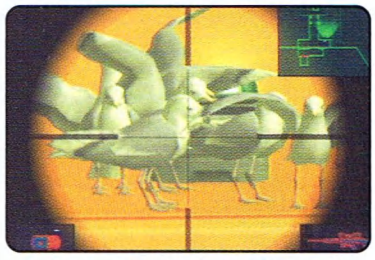


A really tricky bit is suddenly rendered really easy (and fun) when you return in full guard garb and can march around undetected.

Factpack

The stuff you need to know...

Playable characters	2
Approximate playing time	14 hours
Discs	1
Locations	2



Aw, look. Lovely seagulls. Everyone likes seagulls don't they? Or do they? If you're not a fan (after perhaps being on the receiving end of an aerial white-washing) you can finally get your revenge on them.

danger – often hitting the wrong button and lying at their feet instead.

CHAT-ANOOGA

And there's so much talking. Open a door and someone will tell you about a nuclear proliferation treaty. Disarm a bomb and someone explains that you have 'disarmed' a 'bomb' and that if you 'fail to disarm' all the 'bombs' they will 'explode'. They're the kind of boring outtakes you get crammed onto DVDs as extras – scenes that a jumped-up Spielberg-alike insisted that he wanted in his movie, only to realise that they're a bit useless and parp after all.

Sure there's a fabulously complex story that unfolds as you play – more involving than any other videogame storyline – but halfway in you'll be so baffled by twists and turns, multiple names for characters, and sick of the every-five-minutes interruptions that you'll be pressing Skip. You spend as much time watching and waiting to *do something* in *MGS2* as playing it.

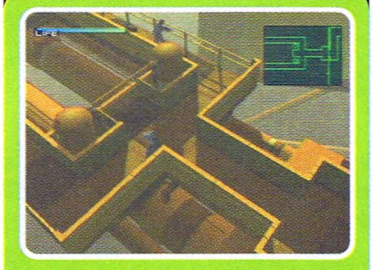
SNAKE CHARMING

But when you do play *Metal Gear* – when everyone shuts up and lets you *mess* with it – it's pure magic. It's as if Hideo Kojima (the brains behind it) has created a set of rules and a world that uses them. Then, with the rules in place, he's positioned boxes, guards, goodies and traps with expert accuracy, so that nothing's how it first seems. This game isn't realistic – it's a wacky warehouse of twisted tricks (guards, escape routes, guns and keys) strung together to make the ultimate assault course.

... A wacky warehouse of twisted tricks strung together to make videogaming's ultimate assault course...

Kojima got into the swing of things with the *VR Missions* add-on for *MGS* (a real treat and probably pick-upable for a bargain price). Here he took his rules and made weird, virtual reality tests from them. Shoot 50 crystals in 30 seconds; avoid all the guards and cameras, and collect five mines, etc. In many ways it's cleverer than the original *MGS* – a chamber in *VR Missions* is more like a puzzler than a shoot-'em-up. Some things are only visible if you stand in a certain place, and often it's best to do nothing rather than the obvious.

Dangler!



Warning: two guards are patrolling the bridge. It'll be impossible to slide past undetected.

Ha! Or is it? By vaulting the barrier you can shimmy across past the dozy guard above.

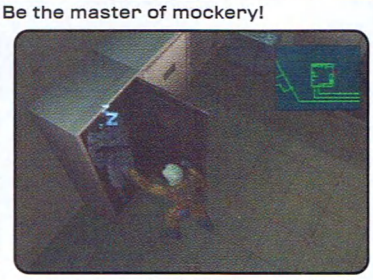
A second tap of △ and you'll flip back over again, clear of the guards' keen gaze.

Fun With Men!

Not only can you kill the guards – you can also make them look stupid too. Be the master of mockery!

After tranquilising a guard you'd best drag him out of view, or he'll get woken up by his mates.

Shaking and dropping a guard often produces some goodies from his napsack. Ah look, some rations.



And when you're done flinging him around, bundle him into a cupboard, where he'll sleep soundly.

Wanna Play Hide and Sneak?

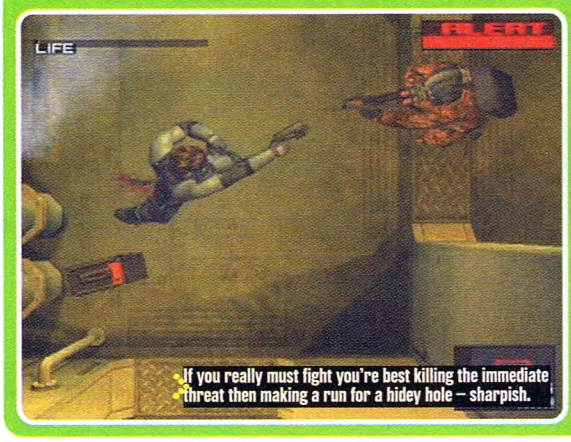
Remember: if you try and cause trouble in this game it'll only come back and cause trouble for you. *MGS2* is all about avoiding action rather than instigating it. That's why stealth is the main name of the game. Get sneaky!

The guards have a limited field of vision, so you can get pretty close.

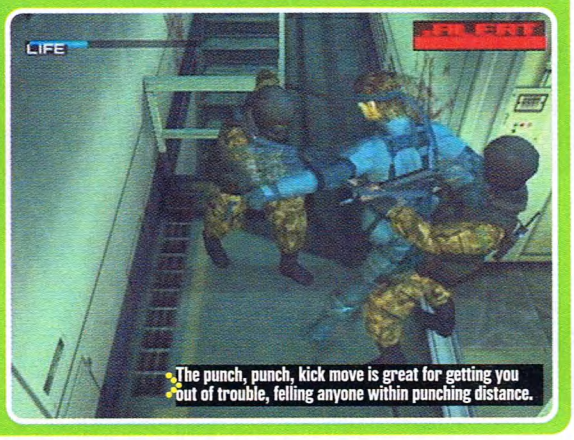
Ideally though, you want to find yourself a nice set of boxes and hide behind them.

Or why not get in a cupboard and peer through the grill – sneakily?

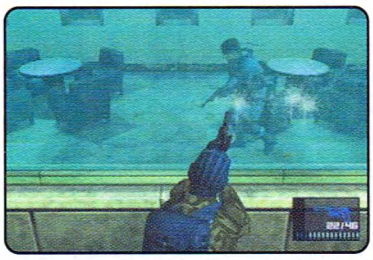
If this bloke turns left you've had it; if it's right you're in the clear. Gulp...



If you really must fight you're best killing the immediate threat then making a run for a hidey hole – sharpish.



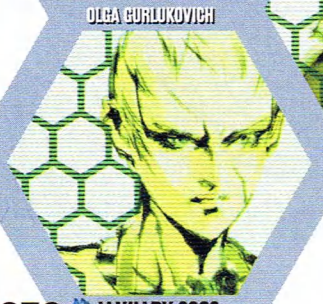
The punch, punch, kick move is great for getting you out of trouble, felling anyone within punching distance.



Ha! Thwarted! The bullets hit the glass rather than your ass. But it can only stand up to a few shots.

He never knew what hit him. Shame the sound of the gunfire will bring his mates running. Oh dear...

Surprise! Yes, it's me with an AK pointing at your head. Want to turn around and walk away?



... *MGS2* is the original condensed and fortified. Every area has a new trick up its sleeve...

Unlike the first game, the characters in *MGS2* are proper rendered beasts, rather than the flat 2D sketches used in the promotional material. Which is nice.

Cast of Thousands!

Just like in the first game, this sequel features a bewildering number of blokes and blokettes that you'll be murdering and wooing – though not necessarily in that order. Rule of thumb: trust no one you come across in *Metal Gear 2* – they may not be what they first seem. Even you...

REFINING

He's evidently barfed the skills he honed in the construction of *VR Missions* all over *MGS2*. Corridors and crates have a purpose, and patrol routes are engineered to force you to use the cunning hidey holes provided. You're being guided by Kojima's spindley hand as you play – you quickly realise what you need to do (there's zero wandering around scratching your nads here) and will try over and over to do what you must. So you can never once moan about the game being unfair; you just curse God for your own inadequate skills. Incredibly, *Metal Gear Solid* frequently feels half-baked and boshed by comparison. There's oodles of potential in the game that – if you're brutally honest – failed to be capitalised on. Huge areas went unexplored due to daft placings of entrances and exits, and just when you wanted a load of impossible-to-pass guards you got a big empty warehouse instead.

DR BOX

Not so *MGS2*. Like a fine (non-alcoholic) wine, it is *MGS* condensed and fortified. Every area has a trick up its sleeve, and there's no flab on its slightly-bigger-than-*MGS* frame.

If you're a newcomer to the world of the '*Gear,* check out the 'Newbies – Sign Here' box. Here we'll assume you know how the game works. Now Snake can climb one box high (watch out for boxes forming steps), hang from balconies and ledges (ideal for avoiding guards and dropping onto inaccessible areas below), and shoot in first-person view. This last option is essential. With the increase in character detail, it's possible – from a Snake's-eye-view – to pop a tranq dart into someone's butt or – get this – shoot *the radio* off a guard's belt, leaving him unable to call for help.

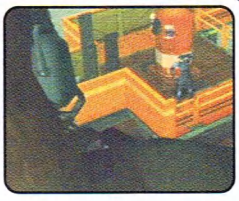
Many features dreamed about for the first game didn't make it, such as hiding guards you knockout or kill, but are in this one. You can hide in lockers, squeeze into tiny spaces, and disguise yourself as a guard to avoid detection. Think knocking out the guards one by one is the solution

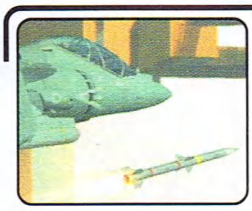
Movie Madness!

There are countless movie-style moments in the game. Like here where Snake arrives in a chopper. Hiya Snake!

Ohmigod! It's Solidus, Snake's evil clone brother and ex-president of the United States, weirdly enough.

Snake assesses the situation and decides to make a run for it. Chicken. Fortunately he gives you the Stinger missile launcher first.





Whoa Mama! Looks like Solidus and the boys are preparing to play dirty. Quick, whoop a missile up his tail pipe!

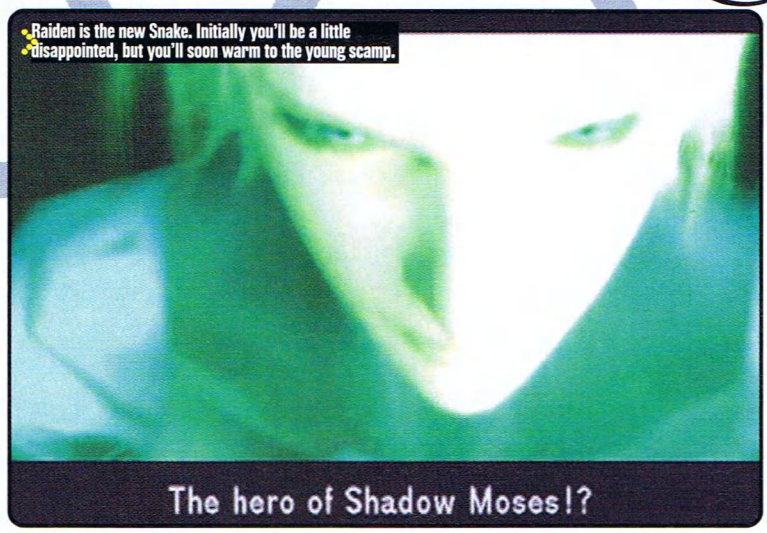
(C) 1987 2001 KONAMI COMPUTER ENTERTAINMENT JAPAN ALL RIGHTS RESERVED.

Trickery!

We just had to tell you about this clever bit. In the Tanker level, you walk round a corner and see the shadow of Vulcan Raven (from the first game) waiting for you ahead. But you turn the corner only to find that it's actually an action figure by a torch. Cheeky!

▲ Vulcan Raven was a baddie from *MGS1*. Look at the size of him. Best get your best gun ready. You're going to have a hell of a battle in a moment.

▲ Ah ha! Clever swines! It's only a tiny action figure of Raven with a discarded torch behind him. Shoot him and he comes to life too!



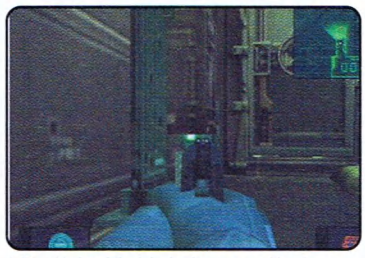
▲ Raiden is the new Snake. Initially you'll be a little disappointed, but you'll soon warm to the young scamp.

Watch Carefully!

This puzzle is a brilliant example of Kojima's cunning brains, which leave an indelible print all over the game.

▲ You've got to shoot out the bomb control boxes. The first is easy. It's right there with the green light.

▲ The second is a bit harder to find. You have to stand on a box to see it lurking above a cupboard.



▲ The third and final device is on ground level, so you must crawl to see it. Simple, yet totally brilliant.

to getting through? Nope, these days the guards have to radio in to base every 30 seconds or so. Fail to make their regular call out (because you've killed them and bundled them into a cupboard) and their boss will call on extra guards to find out why.

EN GUARD

Think you can escape trouble just by leaving an area and re-entering it? Wrong. The guards will be just as mad as when you last left them now. The real star of the show is the guard AI. You can spend hours just watching them walk around, get bored, scratch their arse, hear noises, call out "Who's there?", come looking for you, give up with a shrug and chat to their mates. You almost feel sorry for them as you slip by undetected. They're still short sighted (and, as we said, forgetful) but the new search routines (where they unite to clear an area by methodically searching every cranny that can stow an intruder) will have you cursing their intuition and your own bad luck.

And what about that twist? You mean you don't know what it is yet? It's not *much* of a secret (it's in the instruction manual for Snake's sake!) but, for most of the time, you play as Raiden (a Luke Skywalker to Snake's Han Solo). Is Snake dead? Is he gone bad as the game suggests? You'll have to play to find out.

RAI OF UGHT

So, what's it like playing as Raiden instead of everyone's favourite weed-puffing mercenary grump? Actually, it's exactly the same – don't let this minor (potential) hiccup put you off. Slightly more harumphy is the fact that the game only takes place in two distinct locations: the Tanker (85% of which is the demo you got with *Zone of the Enders*) and the Big Shell base (about the size of five Tanker levels). Fair enough, but the Shell is a slightly samey network of rooms and corridors. Wouldn't it have been better to see Snake and crew running riot in the streets and buildings of New York as we'd all hoped?

But, as Picasso once said, we must not pick holes in a masterpiece. Face it, this is the reason you got your PlayStation 2, and if you don't have one, it's the reason you're thinking about getting one. It may only take about 14 hours to complete on your first run through, but they'll be some of your best videogame hours.

Get it, play it, live it, or miss out on one of videogaming's greatest moments to date.

▲ "Okay, hands up. It was me that shot all your mates and pitched their bodies overboard. Sorry, okay?"

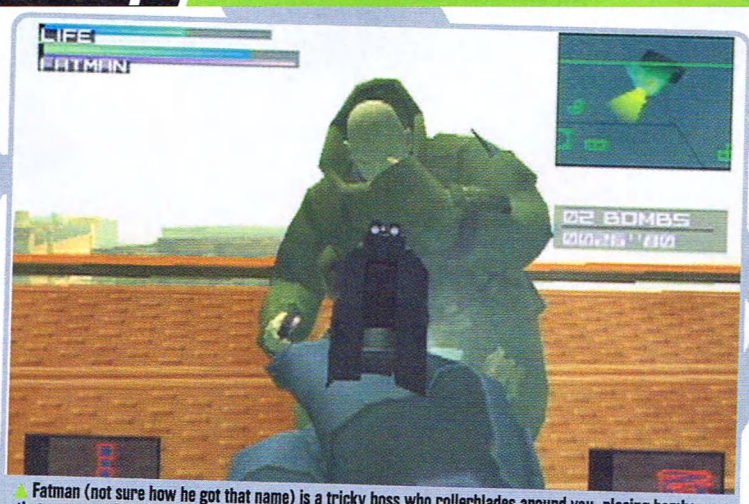
It's a Stick Up!

Surprise a guard – pointing your gun at him – and he'll freeze with fear, giving you any goodies he has with him too. Some guards even have dog tags with their names on to hand over to you. As a subquest, collect the lot to earn yourself a special bonus...

▲ Point your gun at his face or his plums and he'll be frightened into handing over goodies.

Bossy!

MGS2 has stealth interspersed with violent, against-the-clock gun battles with bizarre bosses.



▲ Fatman (not sure how he got that name) is a tricky boss who rollerblades around you, placing bombs that you must defuse. In between blowouts, though, you get the chance to let him taste your pain.

Judgement

GRAPHICS PS2's finest, but ruddy good rather than mould breaking. The Shell is a bit samey.

GAMEPLAY The rules of the first with some new tricks, laid on a wild playground. Stupendous.

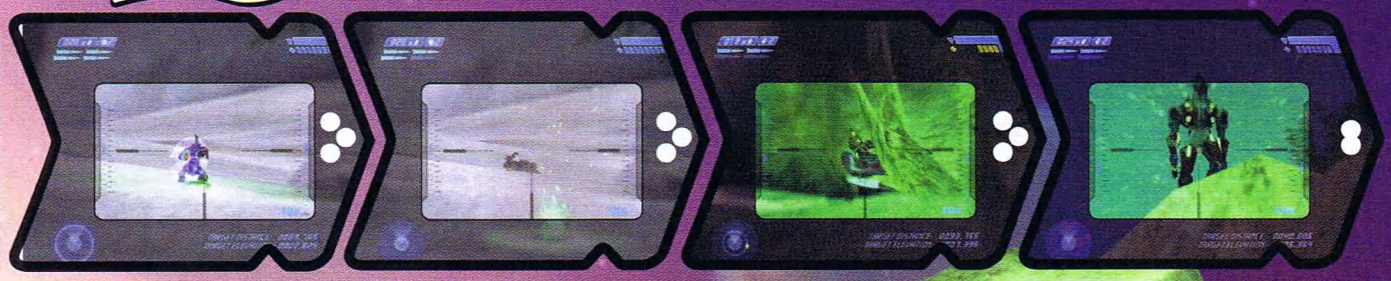
LIFESPAN Play solid for a weekend and you'll finish it. Maybe someone should take note of *Zelda*.

The sequel to the greatest PSone game ever turns out to be PS2's best game yet too. Unsurprisingly. On 22 February, go and buy it!

Overall 96%

REVIEWER

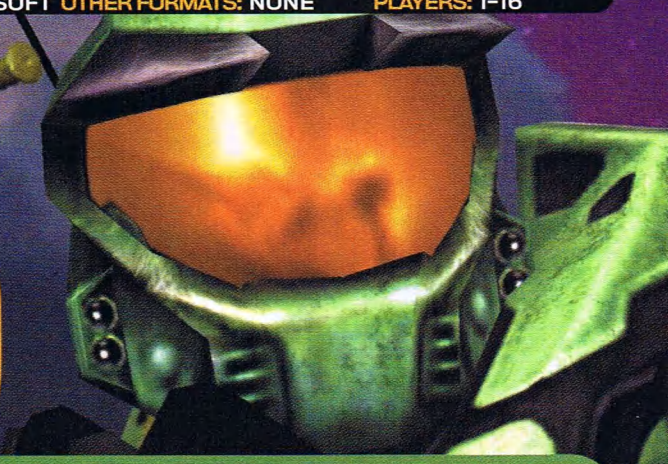
James Ashton



OUT: NOW (US), MARCH (UK) | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** BUNGIE | **PUBLISHER:** MICROSOFT | **SPECIAL FEATURES:** LINK-UP | **OTHER FORMATS:** NONE | **CALL:** 0870 601 0100 | **PLAYERS:** 1-16

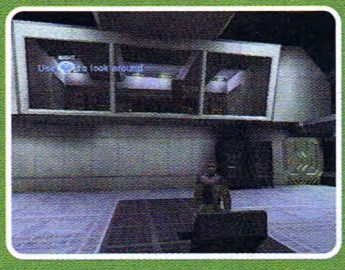
Forget the specs, the promises, the hype – Xbox is here.

Halo

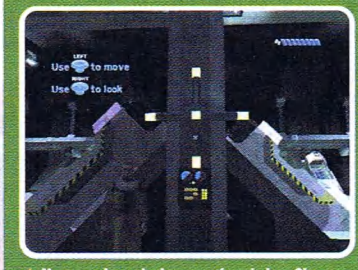


Starting Off!

From the start, *Halo* throws you into the story. Your space marine Master Chief wakes from his frozen sleep, with his space ship under attack from the alien Covenant force. And then...



▲ The engineer in charge of the cryo chamber asks you to walk around the bay. This gives you time to master the dual analogue controls.



▲ Next, you're asked to practice aiming. Choose whether you want the right analogue inverted (push forward to look down) or normal.

▲ Then the engineer asks you to stand in an area of the room where your shields are charged up, explaining the game's health system.

Ahhh! Grenade!

Covenant aliens are some of the most intelligent baddies that we've ever come across in a videogame.

▲ Throw a grenade at a bunch of aliens and they'll panic and dive for cover, shouting "Ahhhh, grenade!"

▲ They hide behind plasma shields and take well-aimed shots at you. Take them out with a sniper rifle.

▲ The large aliens have the same recharging armour as your marine. They take cover to let it recharge.

Halo is the best game released on any format in the past year.

There. I've said it. Sorry to maybe blow any gently building surprise you might have been looking forward to away, but frankly it would have been a waste of space. There's so much great stuff in this game that any words not devoted to uncovering the best of it would be a waste.

Softography

These guys have also made...

Oni	78%
Marathon	N/A
Marathon 2	N/A
Marathon Infinity	N/A
Myth	80%
Myth 2	82%

Alien Invasion

First of all, the story. *Halo* begins as your character is woken from cryogenic sleep on board an enormous spacecraft. The ship is under attack from an alien force called the Covenant – weird and ugly but, fortunately, English-speaking – and it's your job to help fight them off. Every plot development is told using in-game graphic cutscenes, but to tell you any more would spoil some big surprises along the way.

No Waiting

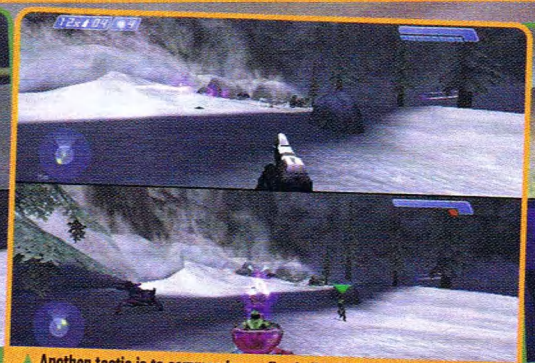
However, because of Xbox's hard-drive, in the entire single-player experience, only 10 short loading screens interrupt the experience – the rest is completely seamless.

What's so good apart from the plot? Amazing graphics with absolutely no pixellation no matter how hard you try, enormous, beautiful outdoor arenas with vehicles to commandeer and drive, and enemy AI

Co-Operative Mode!

One of the most exciting elements is the way that you can play all 10 of the single-player missions in split-screen co-op mode. Though it sacrifices some smoothness, it's still a towering achievement.

▲ One player can grab the sniper rifle and offer covering fire as the other makes runs. A few poor shots can cause arguments, though.



▲ Another tactic is to commandeer a fixed alien heavy weapon and provide seriously hardcore supporting fire as your mate braves it.

▲ Or, the pair of you can just pile in and take on everyone at once. Take care, though, as friendly fire hurts just as much as the Covenants'.

Vehicles!

Commandeering human and Covenant vehicles is a vital part of *Halo*'s mission structure. Some of the game's levels are so huge that driving or flying around them is really the only option. This world is so breathtaking and immersive, you'll be overawed.

The Warthog: you drive as an AI marine fires the fixed cannon on the back. In Co-op mode, one player drives, another fires.

The Scorpion tank has a heavy machine gun and large cannon. AI marines (or team-mates) can climb on to snipe.

The Ghost is the Covenant's hover vehicle. It has a front-mounted plasma [illegible] but is [illegible] to B quickly.

Multi-Player Mode Madness!

There are 23 individual game types in all but, best of all, every aspect of the multi-player games – from rules, to weapons and vehicles – are completely customisable, giving an almost unbelievable range of options.

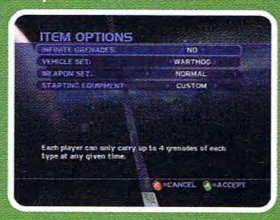
▲ One Xbox lets you play in Co-Op or up to four-player Deathmatch mode...

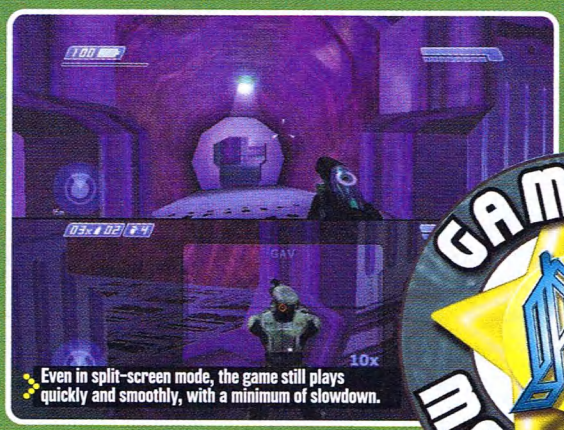
▲ ... Four Xboxes linked together allow up to 16 players to play a Deathmatch.

▼ Every aspect can be customised, from player characterisitics...

PLAYER OPTIONS
NUMBER OF LIVES: INFINITE
MAXIMUM HEALTH: 100%
SHIELDS: YES
RESPAWN TIME: 10 SECONDS
RESPAWN TIME GROWTH: NONE
ODD MAN OUT: NO
INVISIBLE PLAYERS: NO
SUICIDE PENALTY: 10 SECONDS
You will respawn indefinitely until you end the game or reach a time limit.
CANCEL ACCEPT

▼ ... To the number and variety of weapons and vehicles included.


ITEM OPTIONS
INFINITE GRENADES: NO
VEHICLE SET: WARTHOG
WEAPON SET: NORMAL
STARTING EQUIPMENT: CUSTOM
Each player can only carry up to 4 grenades of each type at any given time.
CANCEL ACCEPT



Even in split-screen mode, the game still plays quickly and smoothly, with a minimum of slowdown.

Running opponents down is a sweet way to rack up kills. You almost feel 'em squelch.

GAMING MASTERPIECE

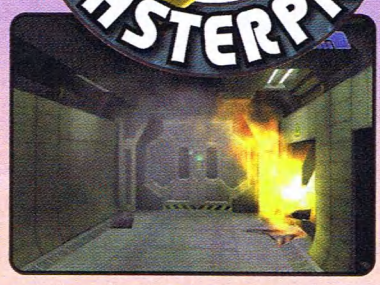
super-long single-player missions can be played through in split-screen Co-Operative mode. The same mission objectives, the same aliens, the same back-up from your marines, but you and a friend fighting through the challenges together. It's an amazing multi-player experience unlike anything in any game of *Halo*'s type.

MULTI TOP

It doesn't end there, though. The multi-player deathmatch game allows up to four players to play on one TV screen together, and up to four Xbox consoles to be linked together, making a maximum of 16 people playing simultaneously.

Few would argue that, until now, *Goldeneye* has been the king of the console deathmatch. But *Halo*, quite simply, blows it away. From tiny arenas for two to four-players to enormous outdoor vistas – where, to get from one end to another you need to take command of a tank, jeep or alien flying machine – *Halo*'s multi-player game had its own dedicated team of designers. And it shows.

The console market has never looked so rosy. PlayStation 2 isn't going anywhere, and the future of GameCube is bound to be bright. With games like *Halo* available for its launch, though, it looks as if there's going to be plenty of room for Xbox as well.



▲ *Halo*'s opening scenes are some of the most innovative and exciting of any first-person game.

... From arenas for two to four-players to huge outdoor vistas, *Halo*'s multi-player game had its own team of designers...

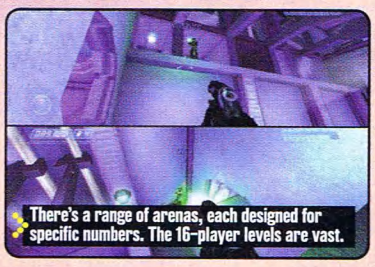
better than any you'll have ever seen (when did the last computer grunt you aimed at dodge, dive for cover, run and fetch support, or try to outflank you?) Fellow marines help out on many missions, providing covering fire and leaping aboard your jeep or tank to give more teeth to your attack.

But *Halo* is not just a single-player experience, far from it. Each of its 10

Factpack

The stuff you need to know...

Multi-player modes	23
Guns	8
Vehicles to drive/fly	4
Single-player/co-op missions	10



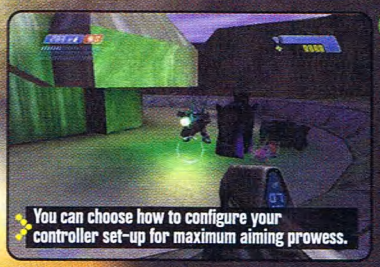
There's a range of arenas, each designed for specific numbers. The 16-player levels are vast.

Playing deathmatch rounds with tanks is superb. Chase and mow people down with force.

The Best Bit

When you first drive the tank. Nothing's more satisfying than blowing Covenant airforce out of the air while squashing their foot soldiers.

The aliens in *Halo* look unlike any other aliens we've seen in videogames before. And so sharp!



You can choose how to configure your controller set-up for maximum aiming prowess.

Judgement

GRAPHICS Very bright and crisp, *Halo* looks better than any first-person shooter ever made.

GAMEPLAY Great story, 10 long missions (single or co-op), and console gaming's best deathmatch.

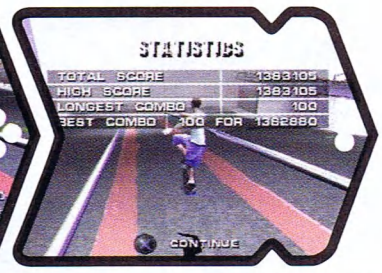
LIFESPAN Four difficulty levels, amazing Co-Op and multi-player modes – you'll play for years.

Better than *Half-Life*? Definitely. The finest first-person shooter ever? Probably. Xbox has arrived with an instant classic.

Overall 96%

REVIEWER

Lee Hall



OUT: NOW | FORMAT: PS | PRICE: £30 | DEVELOPER: SHABA STUDIOS | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01753 756 100 | PLAYERS: 1-2

Tony Hawk's 3 on PS2 **rocked our world.** Come on **old grey fella,** what have you **got left to say?**

Tony Hawk's Pro Skater 3

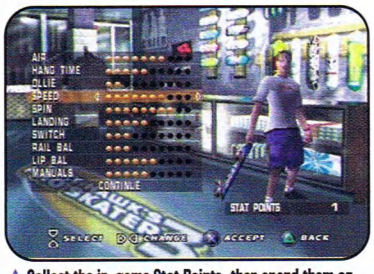
Sweet Spots!

There are certain points where failure to score is criminal. Here're three spots where you'll rack up those points.

At the base of the escalator is a half-pipe worth using. Nail reverts to keep your run going, and grind the top to get speed.

The opening half-pipe is a points bonus. Use reverts to keep your tricks flowing and exploit the Micro Gap for massive scores.

This loop is potentially infinite as you trick up a ramp and down railings, using manuals and revert to hit huge scores.



▲ Collect the in-game Stat Points, then spend them on beefing your skater up so he can reach the tricky goals.

Okay, the PSone version of *Tony Hawk's 3* is not as good as the PS2 version. There – we said it, now let's move on.

If – like 60 million other PSone owners – you can't afford to upgrade, you'll probably be slobbering at the prospect of this sequel to the finest extreme sports game ever.

GETTING ON

And slobber you should, as Shaba Studios (standing in for Neversoft) have produced a fine game, though *TH3* doesn't quite scale the heights of *Tony Hawk's 2*. Or rather it does. The levels are far bigger and neatly impersonate their PS2 counterparts. The trouble is, less power means unpopulated arenas and, worse, the famous 'slow down' effect and creaking scenery.

Fans of the series will not be disappointed though, because there are a few top new features. The greatest advancement is the brilliant revert, which allows you to flick into a manual and link ramp tricks. A new grind balance bar is welcome and fun, though the absence of a lip trick balance seems odd. Also, cash rewards are ditched in favour of a stat point and pure unlock method, which adds replay value but removes a certain variety from the game.

ADDICTED TO TONE

If you have a PS2 you'll need to be a Tony nut or a nostalgia freak to go back. Too often the trickiness of goals is dictated by the fiddliness of the controls and jerkiness of his motion, and it's difficult to string moves together with the slickness of the next-gen version. Our advice? Buy this and play it to death before you upgrade to PS2, then you can get wowed by another cool version. When you can afford it.

Softography

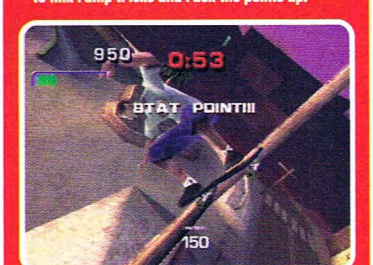
These guys have also made...

Grind Session	88%
Razor Freestyle Scooter	61%

What's New!

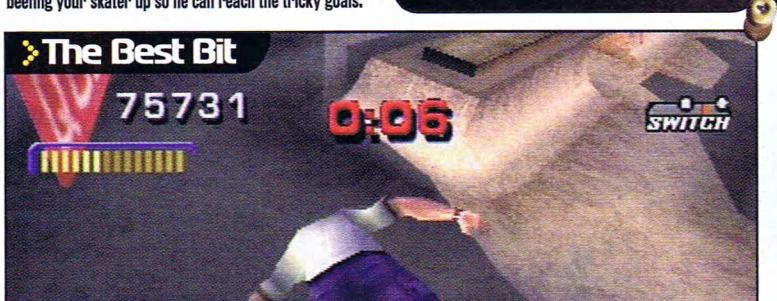
Hi pussycat, here are two additions to the new version of Tone's game that we promise will rock your world.

▲ Revert: an outstanding addition, allowing you to link ramp tricks and rack the points up.

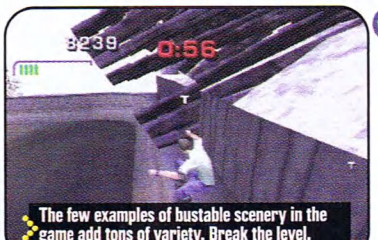


▲ Stat Points add oodles of replay value as well as pointing you to tricky areas in the level.

The size of the new environments will impress you, especially the Canada level.



Many levels goals are familiar, like where you have to collect the letters S-K-A-T-E.



The few examples of bustable scenery in the game add tons of variety. Break the level.

The Best Bit

0 MELON + KICKFLIP + MELON + REVERT
MANUAL + 360 HEELFLIP + CANNONBALL

Time has run out. You land a ramp trick that isn't quite enough, but flick the revert button, pull a manual and link into a final points buster!

Judgement

GRAPHICS The levels are bigger and nothing moves, yet the scenery creaks. Raggy, but not bad.

GAMEPLAY The revert move is fab, but the controls are not slick enough to make full use of it.

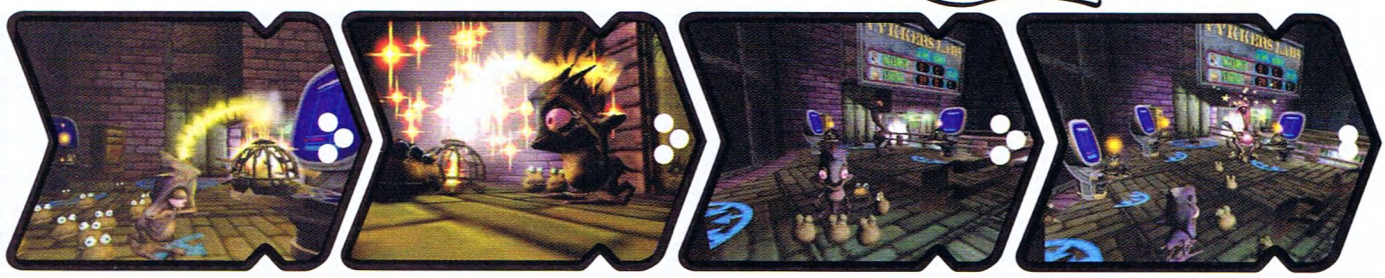
LIFESPAN Tons of replay value due to objectives and secrets, and extras like a Gap checklist.

A solid game that's furiously addictive to play and lots of fun, even if it doesn't match the PS2 version. Our advice: buy it.

Overall 81%

REVIEWER

Tom East



OUT: NOW (US), MARCH (UK) **FORMAT:** XBOX **PRICE:** £45 **DEVELOPER:** ODDWORLD STUDIOS **PUBLISHER:** MICROSOFT **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 0870 601 0100 **PLAYERS:** 1

No Scrubs!

The scrubs are good-for-nothing Mudokons who Abe has to set free. But not all Mudokons are useless, and Abe can use mind powers to give them weapons and them order them to deck buddies. Even Munch, with his sonic device gets involved in some Slig slayage.

▲ Try and get the scrubs to follow you through an army of laser firing Sligs and they'll get killed. You have to pick them up and carry 'em to safety.

▲ That's better. With some green stuff called sprooce, Abe turns his mudokons into an army capable of taking on the Glukkon's followers.

▲ Drink some Zap juice and some purple stuff will float around Munch's head, enabling him to zap those evil Fuzzle testers.

▲ Abe saves Mudokons, helps out Munch and still finds the time to herd one eyed sheep called, wait for it... Meeps. It's all in a day's work.

GameCube's got Mario, PS2 has Crash. **Get ready** to meet **Xbox's platform heroes.** Boy, they're ugly.

Oddworld: Munch's Oddysee

***Munch's Oddysee* is the best puzzler since *Bust-A-Move*.** With its cartoony characters it may look like a normal platformer, but every level is like a brain-straining puzzle, and you'll need to use all of Munch and Abe's skills to get through.

ECO WARRIOR

The gruesome twosome met outside Vyker's labs, the Glukkon run factory which has been killing Gabbits and using Fuzzles for animal testing. Munch, the last living Gabbit, has roped in Abe to help him save the Fuzzles and grab a can of Gabbit eggs from the evil Glukkons.

After a few levels of training and green blob collecting, Munch and Abe reach their first puzzle. Together they have to save some Mudokon labourers, but your path is obstructed by nasty Sligs. After a few minutes of brain rackage, you use Munch's sonic implant to control a crane, pick up some bombs, and drop 'em on the Sligs. Now Abe can pick up his buddies and run past the mines. Job done. Time to go to the next puzzle.

IN THE SWING

It sounds hard, but after a few levels of brain pain you'll get the hang of their style, and soon you'll have forgotten about Sligs and moved on to possessing Glukkons, herding Paramites, and zapping monsters with Munch's mind powers. You can even use your psychic powers to turn your Mudokons into a group of gun-toting Slig slayers. Fantastic.

But, while solving these puzzles is great fun, the crane work gets a bit repetitive, and it's not the seamless platform adventure we'd hoped for. In previous *Oddworld* games you had to sneak past sleeping Sligs to get to the next level, but here you step on a blue platform and – bingo! – you're safely moved along.

So, as a puzzler it's right up there with the best of them but, sadly, *Munch's Oddysee* is not a Mario-beating adventure. Boo.

Softography

These guys have also made...

Oddworld: Abe's Oddysee 89%
Oddworld: Abe's Exoddus 86%

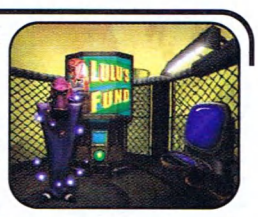
Sprooce!

These green blobs are Sprooce – the substance that gives Abe his powers. With enough he'll be able to possess the evil Glukkons.

If you're all out of Sprooce you can use your mind powers to re-grow the stuff. Just look out for the little green spots.

What a great thing that Gabbit radar is. Now Munch can possess this huge robot and take out loads of Fuzzle testers.

In order to get that can of Gabiar, you have to possess Glukkons and make them put money into Lulu's fund.



You'll need Munch's swimming skills to complete the game.

The Best Bit

These Fuzzle testing beasts fitted Munch with a sonic Gabbit radar which he uses to zap them to death. Look who's laughing now, eh?

Judgement

GRAPHICS *Oddworld*'s never looked better and the cutscenes are nearly up to *Toy Story* standards.

GAMEPLAY Great brain-teasers, but this isn't the free roaming adventure everyone was hoping for.

LIFESPAN You *can* rattle through it, but to save your pals and get the good ending will take days.

Okay, so it's no *Mario* – there's a surprise... Still, it's a top puzzle-packed adventure that will give you some severe brain strain.

Overall 85%

REVIEWER

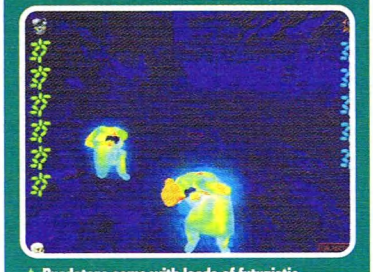
Robin Alway

OUT: NOW | FORMAT: PC | PRICE: £30 | DEVELOPER: MONOLITH | PUBLISHER: VIVENDI | SPECIAL FEATURES: ONLINE PLAY | OTHER FORMATS: NONE | CALL: 0118 920 9111 | PLAYERS: 1-16

Who'll it Be?

AVP2's defining characteristic is that it lets you play as all three of the different races, kind of like a 3D version of *Starcraft*. Each type of character has its own set of missions to complete, along with different skills that you'll need to master. And, needless to say, each has its own strengths and weaknesses too.

▲ Marines have a tried 'n' tested arsenal of guns, rocket launchers, etc, and hacking and blowtorch skills for opening doors.



▲ Predators come with loads of futuristic weapons, plus spooky vision, ultra-high leaping abilities and a cloaking device.

▲ Weak in their larval stages, aliens must sneak about till they've grown up into tough-as-nails Beasties. Didn't help these ones, though.

▲ Chestbursters are the rubbishest aliens. Their special moves are wriggle along, and... er... get shot. They're no fun; they're just a shooting chore.

After a few games of this **bug-hunting sequel** you'll be **sleeping with the lights on...**

Aliens Versus Predator 2

If *Aliens Versus Predator* gave you the willies, the sequel will have your knees knocking together like maracas. It's been designed from the ground up to scare you absolutely poopless.

You don't actually see any aliens for the first half hour or so, but through the flickering gloom you glimpse chunks of dismembered colonists, hear your buddies' nervous radio chatter, and gradually become aware of scratching and scurrying noises coming from the ventilation system. So, when you're finally jumped by the first dribbling, chitin-clad fiend, you'd better hope there's a resus team on hand.

Choice Characters

As before, you can choose to play as a marine, predator or a series of weaponless but pointy-toothed aliens. Each has their own rather brief set of missions, all intertwined around the same story (which involves, in accordance with the immutable laws of gaming, an illicit alien research conspiracy). The marine's missions are tackled with the usual array of *Quake*-style weaponry and, to be honest, can get a bit tedious, with increasingly predictable *Half-Life*-style scripted events. After a while you just *know* that if you pull a switch, an alien will burst out of the grating from behind you, smoothing the scary edges.

Softography

These guys have also made...

No One Lives Forever	90%
Blood	61%
Blood 2	65%
Shogo: MAD	81%
Aiken's Artefact	N/A

Don't Play Nicely

However, lurking in the treetops as a cloaked predator is excellent fun. For a change, it's you scaring the humans out of their wits and avoiding their fire. Scurrying about over the walls and ceilings as a facehugger looking for a vulnerable grunt to impregnate makes for unbeatable entertainment.

And that's about the size of it: a bog-standard 3D shoot-'em-up that goes one better by letting you play as the baddies. Worth a gander if you're plucky enough.

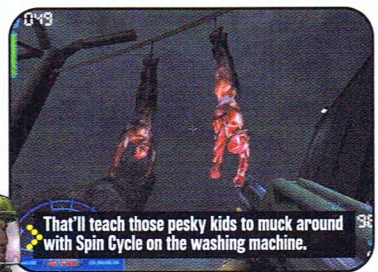
Improvements!

If you bought and enjoyed playing the first *AvP* you're probably wondering if it's worth forking out again for the sequel. Well...

There's a proper storyline to the game this time, with cutscenes to move it along and everything.

The graphics and sound are way better now. How about those marines' shoulder-mounted torches?

And this time – shock! – you can save your game anywhere you like. Makes it easier but kills some of the tension.



That'll teach those pesky kids to muck around with Spin Cycle on the washing machine.

The Best Bit

All's quiet. But why can you hear scary music? Was that a ping on the motion tracker? Nah. Then... *Waaargh*!

Judgement

GRAPHICS Nice characters and nifty special effects, but rather old skool environments.

GAMEPLAY Humdrum in a scary sort of way as a marine; big laughs as a predator or alien.

LIFESPAN Finishable in a few nights. Seems mainly geared towards LAN/internet play.

It's first-class fun playing as an alien or a predator. With some jumpy moments, it's best played from behind the settee, though.

Overall 81%

PS2 PlayStation 2

OUT: NOW

FORMAT: PS2
PRICE: £40

DEVELOPER: OPUS
PUBLISHER: EIDOS

Jet Ski Riders

Freestylin' **splash-based antics for all** in another **jet ski game.**

▲ Jump over the luxury yacht and you can glimpse Peter Stringfellow and friends having cocktails.

▲ Handy buoy markers display symbols that show you which route you should take around them.

Forget arguing about who's got the most powerful next-gen machine, there's another console war skirmish going down. Which jet ski-'em-up's got the nicest looking water?

The recent *Splashdown* had nice wet stuff but was hollow when it came down to gameplay. *Jet Ski Riders* offers a less convincing water effect but has a mix of game modes and a simple arcade feel.

LOST CONTROLS

Entering the championship is fun for a few minutes, but the painfully basic controls make wrestling with the water seem annoying rather than exhilarating. The token Freestyle Stunt mode is equally useless and showcases the hideous collection of graphical glitches and pointless nature of performing stunts. Don't expect to be thrilled by your flips and groovy tricks, because they all feel stale and don't add any lifespan to the game – something which is desperately needed.

Although *Jet Ski Riders* looks similar to the great *Wave Race: Blue Storm* on GameCube, don't be fooled. The stunts here aren't any fun and the racing is just plain frustrating. This isn't even as good as the distinctly average *Splashdown*.

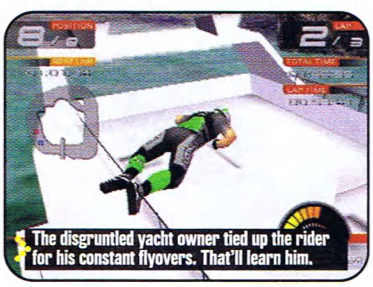
Bum Rush!

The stunts involve mounting your jet ski's bonnet, holding your bum and thrashing your legs about.

Grab your arse, mount your jet ski's bonnet and you've performed a stunt. We think you look a bit silly, though.

Take it to the air and you're sure to end up damaged and half drowned. That's a real stunt, though. None of this dancing stuff.

Push down after a jump and you'll go underwater and perform a stunt termed 'submarine'. That's quite cool really.



The disgruntled yacht owner tied up the rider for his constant flyovers. That'll learn him.

Judgement

GRAPHICS Arcade sheen disguises motion that's beef jerky. And the water's not wet enough.

GAMEPLAY Left, right, accelerate, struggle, scream, and destroy pad and disc. Game over.

LIFESPAN As long as the game CD exists – which should be about an hour, in our experience.

The PS2 has no great jet ski games and *Jet Ski Riders* doesn't change this fact, sadly. Nice graphics drowned by poor gameplay.

Overall

54%

REVIEWER: Richard Melville

OUT: NOW

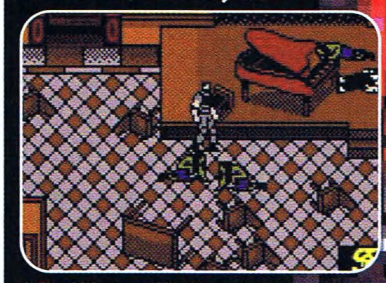
FORMAT: GBC
PRICE: £25

DEVELOPER: M4
PUBLISHER: VIRGIN

GAME BOY COLOR

Resident Evil Gaiden

Miniature zombies hit the handheld, but **not the headlines.**



▲ The ship's steward lies lifeless by the piano. Was it Colonel Mustard in the pantry with a lead pipe...?

▲ ... No! It was a horde of slobbering zombies, and they're hungry for fresh minds. Mmmm, brains.

It's *Resident Evil*, but not the kind we're all used to.

On GBC, the realistic-looking survival horror has mutated into a scrolling adventure, with tiny cartoon graphics and none of the suspense it needs.

There's a lot of tedious trudging through long corridors, broken up by rooms filled with zombies. If one of them bumps into you, a new screen pops up with a first-person view of your enemy, and to land a hit you've got to stop a little marker as it slides across a red target gauge. The system is a bit like something you'd find in an RPG, and doesn't exactly fill you with the trouser-staining fear of being assaulted by the undead.

You can also target zombies from a long way off, but the target zones become very small and hard to hit.

It's about as far from *Resi Evil* as you can get, but once you get used to the weird combat and slow pace, it doesn't seem quite so boring.

A quirky version rather than a proper *Resi* installment.

Time for a scrap. Stop the yellow marker in the white bit of the bar for victory. Ouch!

Judgement

GRAPHICS Small, cartoonish characters and giant first-person zombies look all right.

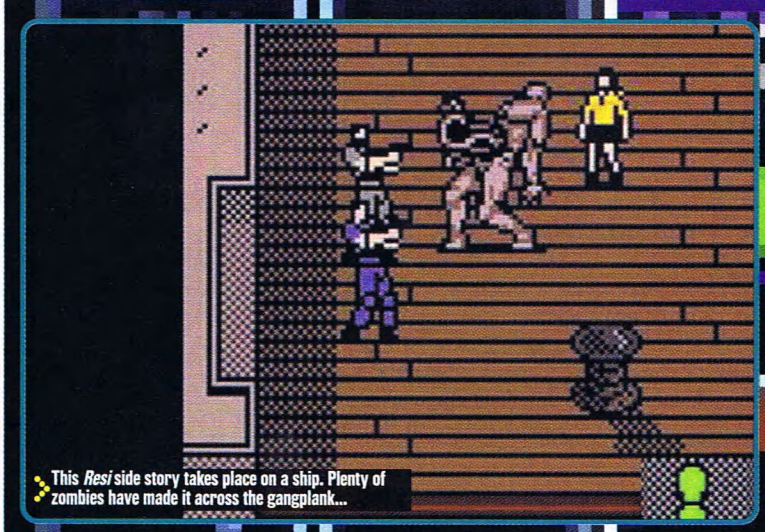
GAMEPLAY Nothing like *Resident Evil* on the big consoles, but you'll get used to it. A diversion.

LIFESPAN Believe us, it's big – you won't see it all unless you're very dedicated to the cause.

Not really what you'd expect from *Resident Evil* but, if you ignore the dodgy graphics and poor combat, it's not a bad game.

Overall

68%



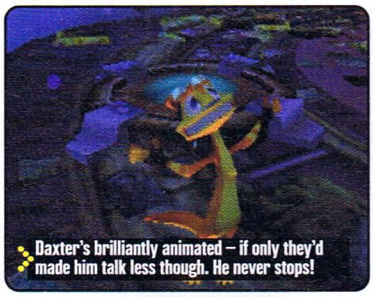
This *Resi* side story takes place on a ship. Plenty of zombies have made it across the gangplank...

REVIEWER: Martin Kitts

REVIEWER

Joel Snape

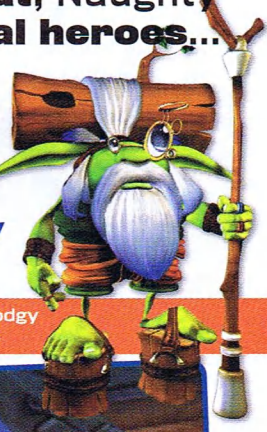
OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: NAUGHTY DOG | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 09075 111 999 | PLAYERS: 1



Daxter's brilliantly animated – if only they'd made him talk less though. He never stops!

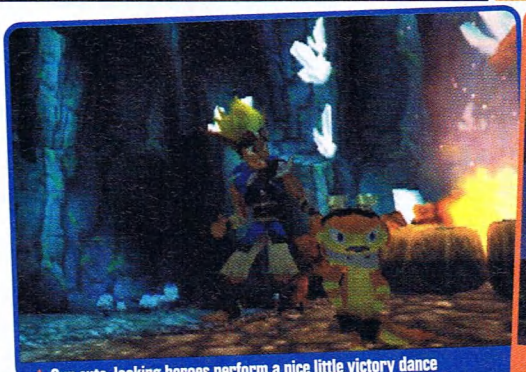
From **spinning bandicoot** to **comedy meerkat**, Naughty Dog love playing with those **vaguely marsupial heroes...**

Jak and Daxter: The Precursor Legacy



What's in a Face?

A tip for aspiring game designers: heroes have spiky hair, sidekicks are fluffy, podgy or pretty, and bad guys? It helps if they're insectoids. Spot which is which here...



▲ Our cute-looking heroes perform a nice little victory dance every time they snag a power cell. What a bunch of poseurs.

▲ Samos the sage is Jak's uncle and Kiera's his mechanically minded daughter – why is she constantly giving Jak cheeky looks...?

▲ Looking as pasty and thin as they do, it's no surprise that Gol and Maia are baddies. They've been mutated by contact with Dark Eco.

Feeling Blue?

Blue Eco's the most important stuff in Jak's world. It opens doors, activates Orb stores and gives him a tingly feeling.

▲ Each level's scattered with pockets of helpful Blue Eco. It makes Jak run faster and gives him this nice sparky look... Grab as much as poss.

▲ It also lets him activate Precursor Artifacts. Like, for instance, extremely bouncy platforms. Going up? Jump aboard, then.

Imagine you're a developer at Naughty Dog. You're already world-famous for the classic *Crash Bandicoot* series, but you've handed the fourth instalment over to someone else, leaving you in charge of making one of the most eagerly awaited platformers in PS history.

Do you chuck the rule book away, burn your old notepads and start slaving away on something daring and completely original? Or do you play it, well, *safe*?

For those of you still pondering, there's a clue in the first level of *Jak and Daxter* – the bit where Jak uses his spinning attack (uh-oh) to smash some crates full of power-ups (aargh). So, it's not very original. Thankfully though, it's very good.

Naughty Dog have both saved time by using big lumps of *Crash*-style gameplay, and used it as a basis for building a whole new game.

Factpack

The stuff you need to know...

Levels	15
Characters	50
Crates	Millions
Power cells	100

ESSENTIALS

Practically every classic platform moment in history's been crammed into *Jak and Daxter*, from scampering across collapsing platforms, to bonus stages where you blast around in a jet-powered Anti-Grav zoomer. Each area contains a number of power cells – used to power the machinery that opens up the next section – and finding them relies on exploring, puzzle-solving or collecting egg-shaped Precursor Orbs. This means there's a clever mix of action, from brain-twanging conundrums to polygon-perfect jump timing.

TAKE A BREAK

The clever bit is, you don't have to do things in order. If you're getting frustrated with one puzzle, it's easy to collect the cells you need elsewhere, then come back later when you're in a better mood. In fact, you can see the ending after completing about 80%, but you'd still want to come back.

The game world's enormous, and you'll never have to leave it. Loading screens are hidden by clever cutscenes, and you are never asked whether you want to continue or save – it does both automatically.

▲ Dashing away from a huge boulder that's trashing the level? We've never seen that before. No, hang on...

▲ One of the many so-called comic moments that relies on Jak being silent while Daxter shouts a lot. Yawn.

▲ There's a first-person view so you check out what you must do to make those difficult jumps in advance.

Jump Up, Jump Up and Get Down!

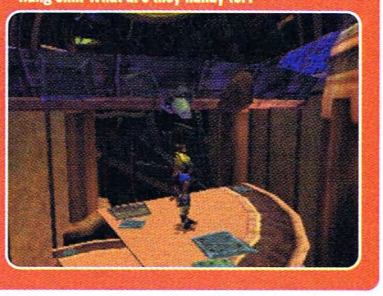
Fancy making your own platform chart-topper? Make sure you've included enough all-singing, all-dancing ledges with our handy checklist.

▲ Platforms that will tip up or fall away from you when you stand on them for too long? Check.

▲ Platforms that get blasted up in the air with steam jets so you can reach high ledges? Check.

▼ How about blocks that slide in and out of the walls to push you off or help you up paths? Check.

▼ Spinning platforms that keep on killing you? Hang on... What are they handy for?



The Best Bit

Bosses are few and far between, but they're always well designed.

Softography

These guys have also made...

Crash Bandicoot	85%
Crash Bandicoot	87%
Crash Bandicoot 3	90%
Crash Team Racing	89%

The graphics add to the immersion too – the time of day changes, Daxter scampers like a Disney character, and every detail's calculated to impress.

Genuinely amazing moments are rare though – there's nothing to match the satisfaction of gunning down baddies in *Devil May Cry* or the eye-candy of *GT3* – but this is still clearly a second-generation PS2 game.

...Practically every classic platform moment in history's been crammed in, from collapsing platforms, to bonus stages...

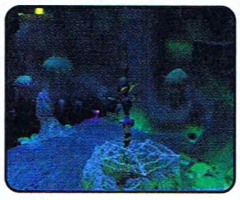
PLOT ROT

The only problem's the plot – it's the ancient prophecy-heavy chuff you've heard a hundred times before. As for the partnership of Jak (he never talks) and Daxter (he talks *all the time*), it's just personal preference – some love 'em, others want to hit them.

If a game like *Devil May Cry*'s a double espresso, heavy on the sugar, then *Jak and Daxter*'s a nice soothing cup of tea. One offers non-stop thrills, but is over almost before it starts; the other's everything you'd expect, and it won't get you especially worked up, but lasts much longer. It's not massively original or perfect to play but, given the PS2 platforming competition (chopper-head *Rayman*, flappy-eared *Klonoa* and *Crash* – yawn) it's easily your best bet.

Clichés!

Fact: every cutesy platformer absolutely *has* to include a bit where you bounce off spider's webs...



... And, of course, a bit where you dodge obstacles and/or catch prizes on a giant slide. Wheee!

Now, they're not legally required, but a lava world's always a nice feature. Especially if it's got mine carts too.

We thought they'd forgot the spinny spike-rollers for a minute there, but no – here they are. We can handle them.

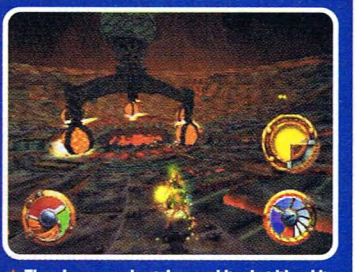
Watch that rising Dark Eco – it turned Jak into a meerkat, but it kills you. For some reason.

Boy Racers!

J and D often hop on an A-Grav Zoomer for some arcade fun.

▲ When scooting across the lava pits, coolant balloons are a must to keep from blowing up.

▲ The roller coaster-style underground bit's great. Hope you don't get motion sickness.



▲ There's even a shoot-'em-up bit – but it's a bit pointless as this machine never shoots back.

Judgement

GRAPHICS Not gob-smacking, but loads of nice effects and tons of variety make it a visual treat.

GAMEPLAY Not as fast as *Sonic* or fine-tuned as *Mario*, but non-stop idea-theft makes it a treat.

LIFESPAN Takes over 24 hours of non-stop play to finish – without collecting all the power cells.

Easily PS2's best platformer yet – the chopper-eared one never stood a chance. Probably more games to come.

Overall 87%

They'rrrre Crates!

But why are they there? And what's in them? And what gives you the right to go round smashing them?

▲ Yellow Eco lets Jak shoot fireballs – handy for smashing metal crates and killing baddies.

▲ Collect 50 lumps of Green Eco to gain extra energy. Build it up throughout the game to gain strength.

▲ But, of course, the game's really all about snagging power cells. Watch your boys dance!

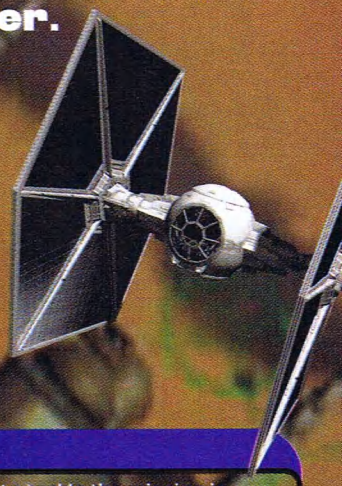
REVIEWER

Geraint Evans

OUT: NOW (US), TBC (UK) **FORMAT:** GC **PRICE:** IMPORT **DEVELOPER:** FACTOR 5 **PUBLISHER:** LUCASARTS **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 01895 456 700 **PLAYERS:** 1-4

Step into the rebellious boots of Luke and Wedge in the most stunning *Star Wars* game ever.

Star Wars Rogue Squadron 2: Rogue Leader

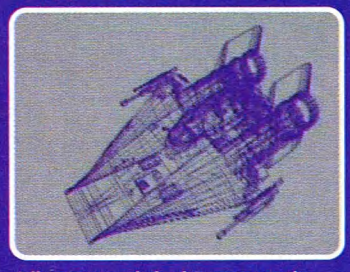


Secrets Out!

A word of warning: *Rogue Leader* is *very* tough indeed and is really unforgiving. Still, if you stick with it and improve your skills, there are absolutely loads of great secrets for you to unlock.

▲ Prove your worth by earning gold, silver and bronze medals in the game. If you get enough you can earn new ships for the hangar...

▲ ... You can also unlock even more levels, with some wonderfully varied mission objectives to fulfil, like taking control of Vader's ship.



▲ You can even unlock a documentary on the developers, and an in-game commentary on how they made the game! A mine of info.

Hang Tough!

Before every mission you begin in the hangar with a choice of ship on offer for you to tackle the mission in.

▲ In *Rogue Leader*, you can actually wander around in and explore the ships that are available to you.

▲ You can even enter a first-person mode so you can have a look at Factor 5's brilliant models up close.

▲ If you're not sure which to choose for the mission, a handy announcer will tell you the ship's abilities.

Power up your GameCube and your telly might as well smack you in the face. *Star Wars: Rogue Leader* is one of the most visually impressive games we've ever clapped eyes on.

Softography

These guys have also made...

Rogue Squadron	72%
Ballblazer Champions	63%
Rebel Assault 2	54%
Pro Evolution Soccer	93%
Start Wars Ep 1: Battle for Naboo	79%
Indiana Jones & the Infernal Machine	71%

You won't fail to be amazed by the level of gob-smacking beauty of the game – even on the menu screens!

STARRY EYED

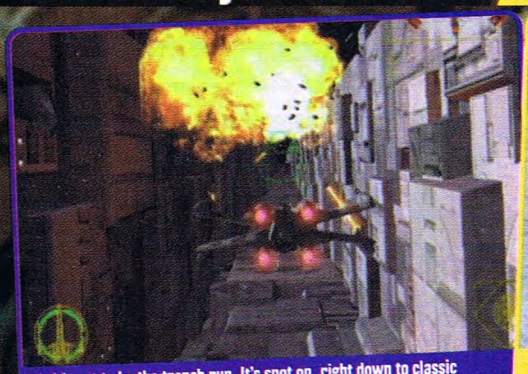
Get into the game and you'll feel the hairs on the back of your neck stand on end as you command an X-Wing over a stunningly realised Death Star for the run up to the famous trench run. The music, the lasers, the ships, *everything* looks and sounds perfect. The amount of detail, care and attention that's gone into creating the right atmosphere is astounding – the screenshots speak for themselves.

ROUGH DIAMOND

Still, for all its undeniable beauty, *Rogue Leader* isn't without its flaws. After a few hours with the game, you begin to feel a little jaded, as the gameplay is pretty much exactly like *Rogue Squadron*. The only gameplay elements that have changed is the ability to command your wingmen

Is This Deja Vu?

Rogue Leader is all about taking part in the best bits from the films, and the game lets you do just that – in some style. Here's a run down of our favourite classic moments coming to life.



▲ It's got to be the trench run. It's spot on, right down to classic dialogue like "Okay kid, now let's blow this thing and go home."

▲ The Hoth battle is pure madness. In the middle of the laser-based mayhem, you get the chance to bring down AT-ATs with your tow rope.

▲ Weave around huge Star Destroyers and Rebel Frigates while 200+ TIEs (we're not joking) try to fill your exhaust with green laser-death.

Flying Farmer!

To help you get to grips with *Rogue Leader*'s finer points, it's definitely worth trying out the Training mode on Tatooine.

Flying through these rebel symbols will activate a mini-tutorial for you, explaining how all the controls work.

Once you've got the hang of it you can enter races against Biggs and Wedge through the rocky canyons...

... And for the really sadistic among you, you can even hunt down Womp-rats for target practice against the ticking clock.

Mission-Based Madness!

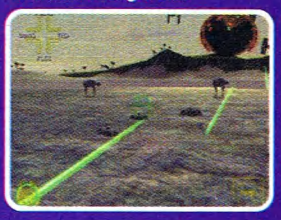
Each level in *Rogue Leader* requires you to fulfil objectives. Whether it's blasting fighters, protecting ships or destroying installations, your jaw will hit the floor every time you try to beat them. Check this one out.

▲ Your objective is to protect the transport whatever the costs.

▲ Stay close to your charge and try to fend the swarming TIEs from your tail.

▼ Once it's landed safely, change your ship to a speeder.

▼ Now head off and try to bring down all of those wading AT-ATs.



Protect your troops as they head towards the crashed destroyer – there's valuable data inside.

Swap ships to the Y-Wing and blast a hole in the destroyer. Now troops can complete their missions.

a day to complete the basic game, it's not easy. Enemies have a nasty habit of wiping you out every few seconds by ganging up or crashing into you. One minute you could be doing fine; the next, all three lives have gone through no fault of your own.

but, to be honest, this does little to add to the experience. So it's simply a case of following your radar to the next target and either destroying it or protecting it from incoming forces.

CRUEL FATE

Furthermore, *Rogue Leader*'s both harsh and unfair. While it only took us

> "... Feel the **hairs on the back** of your neck **stand on end** as you **command** an X-Wing over a **stunning** looking **Death Star**..."

HIDDEN DEPTHS

But, regardless of these irritations, you can't help but love it. Despite being easy to complete on a basic level, *Rogue Leader* demands repeat play. Achieving gold medals on all levels will take you months, and the more you earn the more you unlock. There are new ships, extra levels, added features and secrets galore – all of which, though tough to uncover, are immensely enjoyable. And, as the game is so stunning, you don't mind playing levels over and over. Like fans of the films rarely tire of seeing Luke and Darth go at it with their sabres, so too will you rarely tire of going head-to-head with two Star Destroyers and hundreds of TIEs.

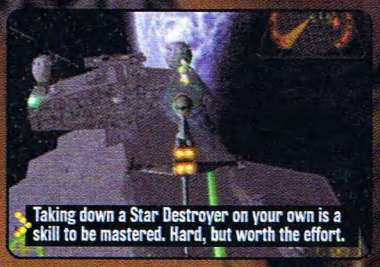
It's for this reason that *Rogue Leader* becomes an essential purchase. Dim the lights, turn the volume up, and let that rousing music kick in – the experience is nothing short of spectacular.

▲ The assault on Bespin proves to be one of the toughest, and most breathtaking levels on offer.

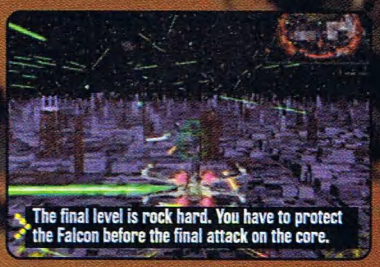
Factpack

The stuff you need to know...

Ships	12+
Main levels	11
Secret levels	5
Medals	75

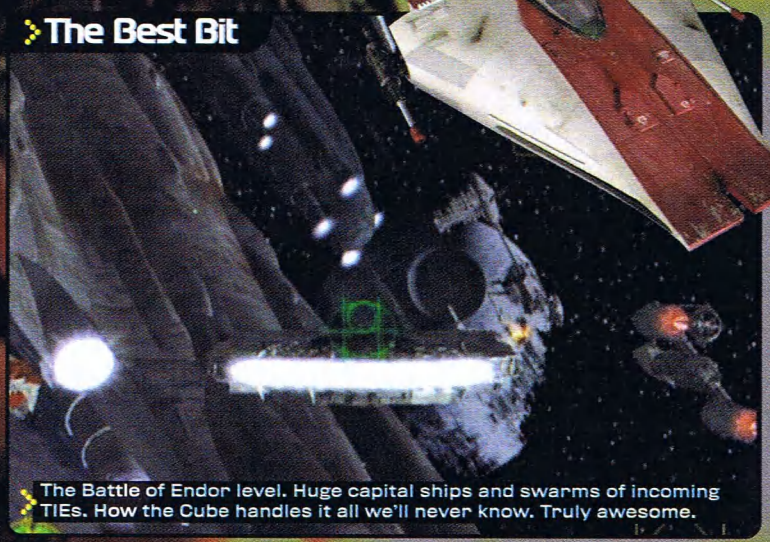


Taking down a Star Destroyer on your own is a skill to be mastered. Hard, but worth the effort.

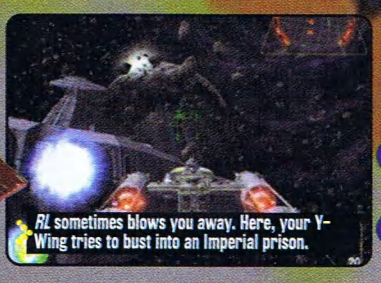


The final level is rock hard. You have to protect the Falcon before the final attack on the core.

The Best Bit



The Battle of Endor level. Huge capital ships and swarms of incoming TIEs. How the Cube handles it all we'll never know. Truly awesome.



RL sometimes blows you away. Here, your Y-Wing tries to bust into an Imperial prison.

A beautiful assault on a crashed Star Destroyer. The level really looks stunning. Unbelievable.

Judgement

GRAPHICS So close to the film's visuals you'll be drowning in a puddle of your own drool.

GAMEPLAY Basic and a little shallow, but it's undeniably good fun, with lots of tricky challenges.

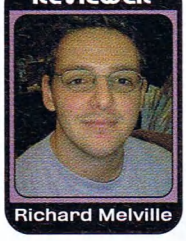
LIFESPAN So hard you'll tear your hair out, but so gorgeous you'll always want to revisit it.

The gameplay hasn't progressed enough, but the experience of immersing yourself in *SW*'s classic scenes is just brilliant.

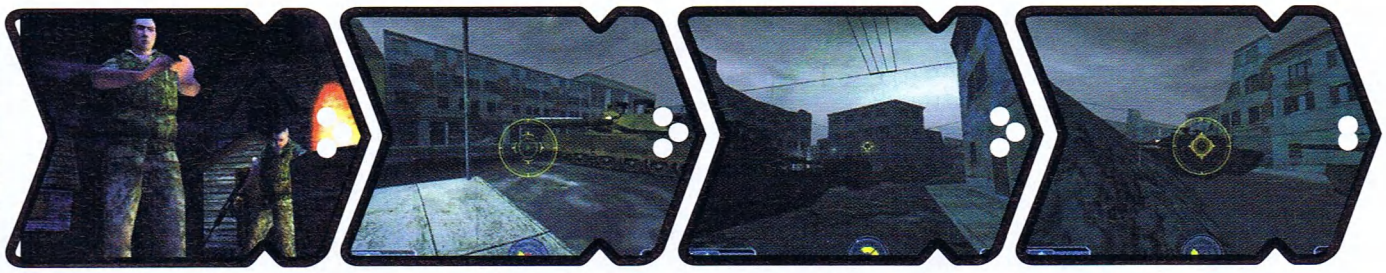
Overall

87%

REVIEWER



Richard Melville



OUT: NOW

FORMAT: PC
PRICE: £35

DEVELOPER: RED STORM
PUBLISHER: UBI SOFT

SPECIAL FEATURES: NONE
OTHER FORMATS: XBOX

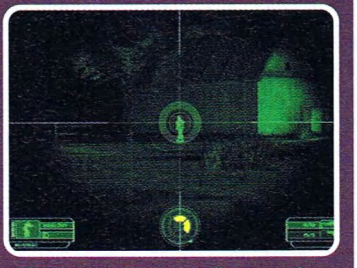
CALL: 01932 838 230
PLAYERS: 1-36

Solid Snipe!

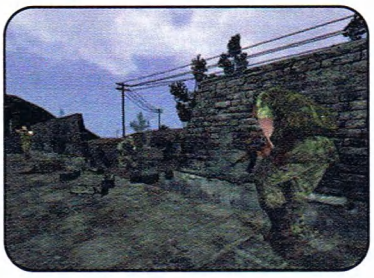
The tense feeling of creeping into an enemy environment and leading your team with a sniper rifle is great. Even better is discovering an enemy in the distance who hasn't seen you. Lie on the ground and edge closer before looking into your scope and squeezing the trigger. As fun as ever.

▲ You can use zoom *and* run along the bridge with your fellow soldiers at the same time. But beware, objects are not as close as they appear!

▲ The stealthy tactic is to send your team in and then camp out under a bush. Wait for your mates to flush the enemy out for target practise.



▲ Turn on night vision and stroll up to enemies unaware of your presence. Monitor the situation and make sure you don't alert a group of troops.



▲ Shootings can be scarily realistic, with characters crouching and grimacing before their death.

Squad-based twitching **sniper action** courtesy of the strat master. But **not one ghost** to hoover up.

Tom Clancy's Ghost Recon

It's been a few months since the holiest of holy squad-based shooters *Operation Flashpoint* hit the shelves with loads of vehicles, an intelligent squad team and open-plan gameplay.

Ghost Recon is the latest in a long line of tactical first-person shooters from the *Rainbow Six* team, and is based in 2008, rather than the Cold War past of *Operation Flashpoint*.

TEACH 'EM A LESSON

Things aren't really that different in the future. The Russians are still being naughty and you lead an elite team of military men – or ghosts as they're called in the game – to discipline them.

The collection of ghosts need to stop the Russians from starting a global war, so it's onwards to forest hunting and hostage-saving antics.

The tactical nature of the game extends to ordering soldiers about on the field, selecting their weapons, and telling them to wait or charge into battle. It's not quite as complex as you might expect, with pretty intuitive controls. But expect your team to be shot, battered and bruised early on, due to the high difficulty level.

SLOW CHARGE

The pace of play can be worryingly sedate at times, as wading around the forest surroundings and other such useless meandering halts the business of stealth, commanding your troops and killing.

Where *Operation Flashpoint* offered instantly rewarding gameplay, it's a lot harder to enjoy *Ghost Recon* immediately. Dedicate time to it and you'll gain enjoyment from shooting the final soldier on a level, but if you're expecting a continuation of *OF*, you may be disappointed.

It's hard to get truly excited by *Recon* when *Operation Flashpoint* has set a new standard for the genre, but fans of *Rainbow Six* and other Clancy games will find this a deep, if not entirely original game.

Softography

These guys have also made...

Rainbow Six	80%
Rainbow Six: Rogue Spear	85%
Roswell Conspiracies	37%

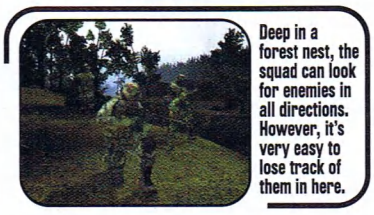
The Best Bit

With heavy weapons you can shoot targets from miles away, but watch you don't hit your own team!

The A-Team!

Your team swarm around you in tough times. If you've never played a squad-based FPS before, get ready to see comrades killed. Sob.

Although you start out on levels together, it's best to spread out when trying to locate an enemy target.



Deep in a forest nest, the squad can look for enemies in all directions. However, it's very easy to lose track of them in here.

"Everybody down. We need to stealth like Solid Snake! I'll stay here and cover you all, now wiggle like snakes to attract them."

Judgement

GRAPHICS Solid but not stunning – plain environments but good looking soldiers. Ahem.

GAMEPLAY The tactical elements will suit some but even the slightly trigger happy will need more.

LIFESPAN Fine for fans, but only online play could make the single player last over a week.

Fairly accessible and fun but lacks the finesse of *Operation Flashpoint* and is quite slow. One for hardcore fans.

Overall 75%

OUT: NOW
FORMAT: PS2
PRICE: £30
DEVELOPER: REVOLUTION
PUBLISHER: EIDOS

Who Wants to be a Millionaire? Second Edition

Do you really want to play it again or should you just **walk away now?**

▲ Chris smirks patronisingly as a contestant fails to identify the correct answer for £100. D'oh!

▲ The sets and lighting of the game do manage to capture the atmosphere of the program quite well.

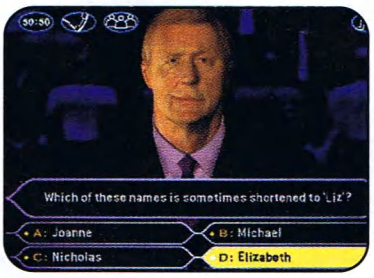
Let's be frank here and get down to the fact that quiz games are only really any fun at Christmas.

WWTBAM? 2nd Edition doesn't do anything to change this. It has a new roster of questions leading to less chance of repeats and, hold on to your hats, a *fully* animated Tarrant! He scowls, questions, acts bemused and reads all questions and answers.

FUNNY FACE

In-game, Tarrant looks like a senile reptile, with eyes moving eerily in a computer generated skull that adds 20 years to the lizard-like quiz host. We don't mean to bang on about it, but Chris' scary new face is the only thing new in this update. Of course, you could mimic the TV series by having er, single sex matches and competing as a married couple, but you've probably done that already if you owned the last version.

This offers little you can't get from playing on TV or buying the box of chocs which comes with question cards and – yay – no Tarrant.

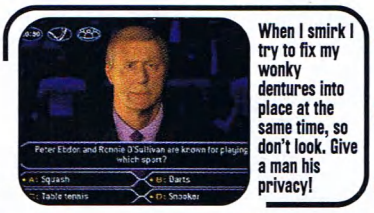


Chris appears in the game without any contestants and with a cardboard audience – just for a change!

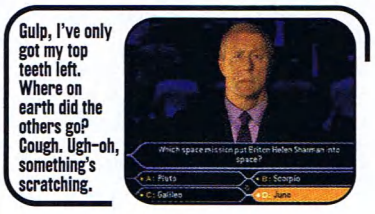
Fright Face!

The programmers mean well, but my eyes are like marbles, I've no tongue and I look like an old giffer.

If you look closely, you'll see that I can swallow my Adam's Apple and even my own dentures! That's surely not right.



When I smirk I try to fix my wonky dentures into place at the same time, so don't look. Give a man his privacy!



Gulp, I've only got my top teeth left. Where on earth did the others go? Cough. Ugh-oh, something's scratching.

Judgement

GRAPHICS A good attempt at a real human face but even Wacko Jacko looks more life-like.

GAMEPLAY You've already played it while watching the programme and there's nothing new.

LIFESPAN It's a one play wonder. It will all be over once nan and granddad go home at Christmas.

An average quiz game with the added humour of Frankenstein hosting the show to an audience of clapping 2D midgets.

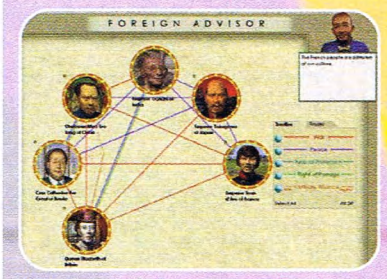
Overall 39%

REVIEWER: Richard Melville

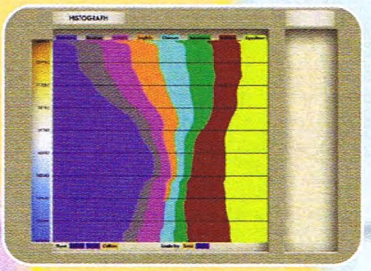
OUT: NOW
FORMAT: PC
PRICE: £30
DEVELOPER: FIRAXIS
PUBLISHER: INFOGRAMES

Civilization 3

It's here! The game that **puts the 'glow'** back into **megalomania!**



▲ There's loads of different menu screens, all clearly illustrated to help you understand what's going on.



▲ You can win the game by having the most dominant culture. It pays to make your city a great place to be.

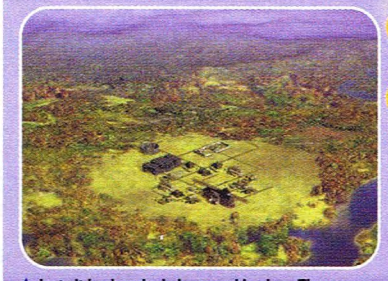
Novices be warned: this game is addictive.

You rule and build a nation acting as either a tyrant or a servant of the people, and there are many roads to success (or failure).

The main action takes place on a world map, where you build cities then seek other races for trade or conquest. But watch out, there are barbarians about. You score when you're rich, powerful or 'cultured'.

What's new for addicts? As you'd expect, graphics are enhanced and landscapes and cities are more detailed, but the animation of the tiny military units is amazing – especially in combat. And if the riot symbol alarmed you last time, wait till you see your city go up in smoke.

Naturally, there are new military units, technologies and wonders added to this sequel. For warmongers, artillery can now bombard at a distance. For the Del Boys there is new scope for haggling over a deal – a few extra ivory tusks will usually clinch it. But to win a wonderful world have loads of 'culture'. You can actually get cities to join you by creating an appealing way of life and an attractive culture. It's not all war, war, war! Get civilized.



▲ Just sit back and admire your kingdom. The maps are far more detailed than the last sim, but the visuals are really secondary to the gameplay.

Judgement

GRAPHICS Not really the focus, but the new animations are fantastic. Clear and practical.

GAMEPLAY No other sim can match its breadth and range. A joyride for the ol' grey matter.

LIFESPAN This will swallow your life. Once you get hooked on this, kiss goodbye to your family.

A triumph of a game. Epic in scale but laced with subtle detail and tiny gameplay pleasures. A must for all PC owners.

Overall 92%

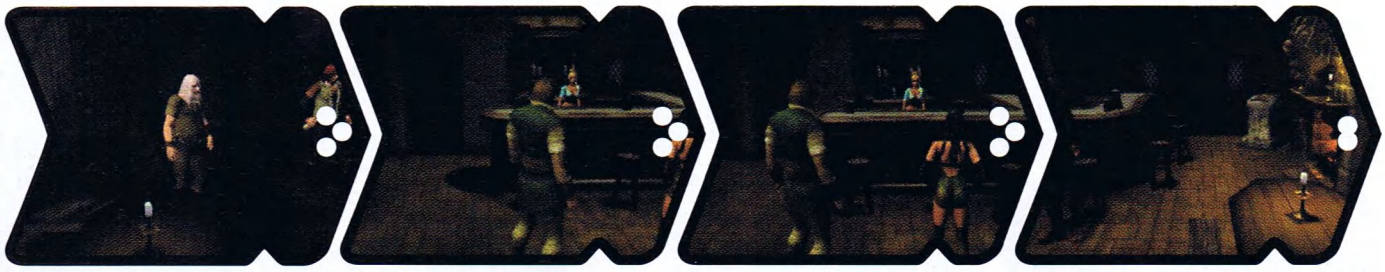
GAMING MASTERPIECE

Establishing a base with geographical advantages is vital when you first start. Somewhere nice with a view should do.

REVIEWER: Bill Harrison (Dave's Dad)

REVIEWER

Tom East



OUT: JANUARY 2002 **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** SNOWBLIND STUDIOS **PUBLISHER:** INTERPLAY **SPECIAL FEATURES:** MEMORY CARD **OTHER FORMATS:** NONE **CALL:** 020 7733 9011 **PLAYERS:** 1-2

Beat Meat!

If the three default characters fail to suit your style of play, a hidden warrior becomes available to you once you complete the game.

Adrianna: top-heavy elven mistress. She's happiest casting spells and wielding light weapons, but with deadly effect.

Vahn: human ranger who likes to mix his incantations with a spot of bow work. He has the least limited moves of the three.

Kromlech: a dwarven fighter, light on magic but a metal clad bull when fully armoured and carrying a warhammer.

▲ The meteor attack is always useful when you're up against powerful adversaries twice your size.

Gather ye round and hear tell of a **fantasy adventure** that does **orc bashing** in an **arcade stylee...**

Baldur's Gate: Dark Alliance

Like your sword and sorcery to be menu-heavy? Want to mess with screen after screen of tweakable components that ensure your +7 broadsword fires hail stones and trims cigars simultaneously? In that case, you might find it a bit hard to drool over this action packed hack 'n' slasher.

On the surface the game appears to be little more than your standard slay-fest in the style of *Gauntlet*.

SWORDS

Select one of three characters, charge off down the nearest drain and enter a world of non-stop hackage – an instant turn off for anyone who treasures developing six stone weaklings into rippling Conan baiters. But settle yourself in for the long haul, and you'll discover that *BG* offers the devoted a wealth of depth.

An instant plus is the fact that the action sticks to the dusty rules of *Dungeons and Dragons*, so you get a different style of play depending on the character you choose.

So, opt for the brute force of the dwarven fighter and you'll have to sacrifice magical pyrotechnics. Go for the busty elven magic user and you'll be restricted to lighter weapons and armour. It may not sound like a vast world of difference but, in theory, you'll have to play the game at least three times to see every type of attack. Although, if you take advantage of the natty two-player co-op mode, you'll only have to play through twice.

IT TAKES TWO

Buddy up with a pal and *BG* takes on a totally new strategic flavour. You can pile in heavy with the axe work while your mate toasts from a distance, using flaming hands or fireballs. It's a real 'heads together' experience, where no door can be opened without a quick discussion about tactics or a dab of mutual first aid. In fact, so good is this added feature, it more than makes up for the gameplay's shortcomings – and we're not talking Kromlech the dwarf.

Puzzles never stretch beyond a 'find switch, open door' formula, and the platforming is so infrequent it seems like an after-thought.

But even these factors can't dent the quality of this adventure. A little bit of old skool, a little bit fresh but, most of all, chop-aholic.

Play Together!

Apart from *Project Eden*, this is the only game on PS2 that has a Co-Operative mode. We love the way it makes you work as a team.

▲ In the Chapel the undead get a taste of Vahn's burning hands while Adrianna hacks away.

▲ The creatures of the swamp are so hard that both the characters must resort to magic use.

With 50 monstrous levels to explore, you'll still be playing when the sequel comes out.

The Best Bit

Some of the spell effects leave your eyes spinning somersaults inside your head. Beautiful and incredibly effective, you'll use them often.

Softography

These guys have also made...

Baldur's Gate	88%
Baldur's Gate 2: Shadows of Amn	89%
Icewind Dale	55%
MDK2: Armageddon	87%
Shattered Steel	82%
Fallout 2	87%

A particularly complex puzzle sees you trying to combine items to get this signal tower lit.

Judgement

GRAPHICS Impressive level designs and water effects make up for the brownness of everything.

GAMEPLAY Some puzzles, some platforming, but the law is to hack till your biceps pop.

LIFESPAN A vast adventure made even larger with the addition of an unlockable character.

Weighty *and* knockabout, it never takes itself too seriously but doesn't dumb down to just blades and ballistics.

Overall 80%

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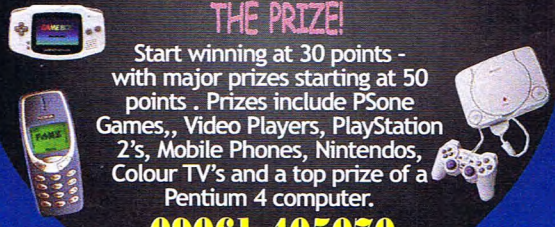

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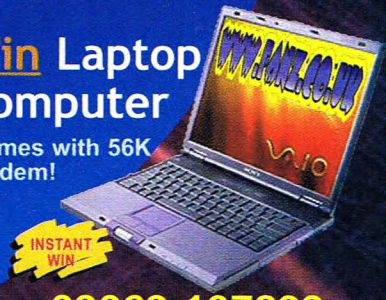

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OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: GRAY MATTER/ID SOFTWARE | PUBLISHER: ACTIVISION | SPECIAL FEATURES: GEFORCE 3 | OTHER FORMATS: NONE | CALL: 01753 756 100 | PLAYERS: 1-32

Jackbooted zombies and no **National Trust** gift shop. This castle **looks nice** but plays **Nazi...**

Return to Castle Wolfenstein

The Bad Guys!

To get this close to guards you need to sneak. Be brutal or they'll raise the alarm, finishing you off quickly.

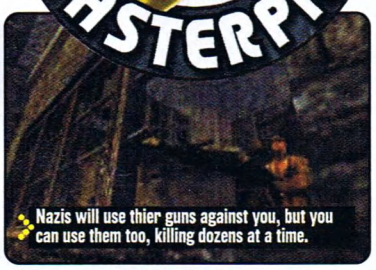
If you get this close to the Nazi troopers you're in real trouble. It's always best to snipe them or use a flame-thrower trap.

There are a few Nazis that you won't be too unhappy to get close to. Unfortunately, these ladies pack a vicious arsenal.

The Venom troopers have the terrifying flamer and high speed gatling gun – the Venom gun.

The Best Bit

There's never been a flame-thrower like this. The fire expands realistically, filling rooms with flames and screaming men.



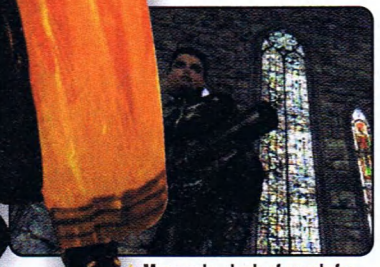
Nazis will use thier guns against you, but you can use them too, killing dozens at a time.

Zombies aren't well known for spitting ghosts, but these chaps can perform weird magic.

The Look!

▲ *RTCW*'s scenes looks even better on the clever Geforce 3 graphics card.

▲ The indoor scenes are as detailed as the open ones. He won't be pleased you've disturbed his work.



▲ Men pay hundreds of pounds for this. And *RTCW* is a mere 30 quid!

▲ It's not all leather clad women and soldiers called Herman. There's dark magic afoot with these chaps.

▲ The warriors of a lost era are resurrected to reap revenge on an uncaring Reich. People die horribly.

The PC has been gagging for a meaty shooter for a while now.

We loved *Max Payne*, but not quite enough. It was a one trick pony which, while being very pretty and exceedingly violent, wasn't quite the best of the best.

Luckily for you hordes of ravenous PC gamers, this Christmas sees the release of the Nazi-blasting extravaganza of gore that is *Return To Castle Wolfenstein*. It's a first-person shooter based on the *Quake 3* engine and designed by an alliance of developers: id Software (creators of *Doom* and *Quake*), and Gray Matter, who were previously creators of *Kingpin* and erm, *Redneck Rampage*.

WEIRD SCIENCE

This, however, is the sequel to the granddaddy of all shooters, *Wolfenstein 3D*. You're thrown in at the deep end as a special agent of Rambo-like proportions, fighting your way though World War 2 with a rack of guns and a particularly chiselled and stubbly chin. Once you've escaped the castle at the beginning of the game you find yourself sent on a series of missions that lead you deep into the dark world of Nazi scientists and their unnatural experiments to create the ultimate soldier.

ATMOSTPHERIC

Along the way you meet some of the most fantastically detailed and intelligent enemies that a first-person shooter has ever seen – there's nothing quite as beautiful on PC at

Ghosts and Ghouls!

There's evil in the world of *Return To Castle Wolfenstein* – the German scientists are tampering with things they don't understand and, as a result, you're in a whole load of digested organic food-matter.

▲ These beasts aren't too much of a danger to you, as long as you keep well away from them and hammer them from a distance.

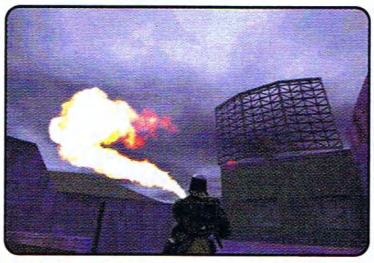
▲ Aiiieee! Zombies are pretty tough foes – especially when they start spitting ghosts at you. But use you cover and pepper them with lead.

▲ Dead soldiers are coming back to life! But why? *Wolfenstein* unravels a tale that began thousand of years before, in the dark ages.

Factpack

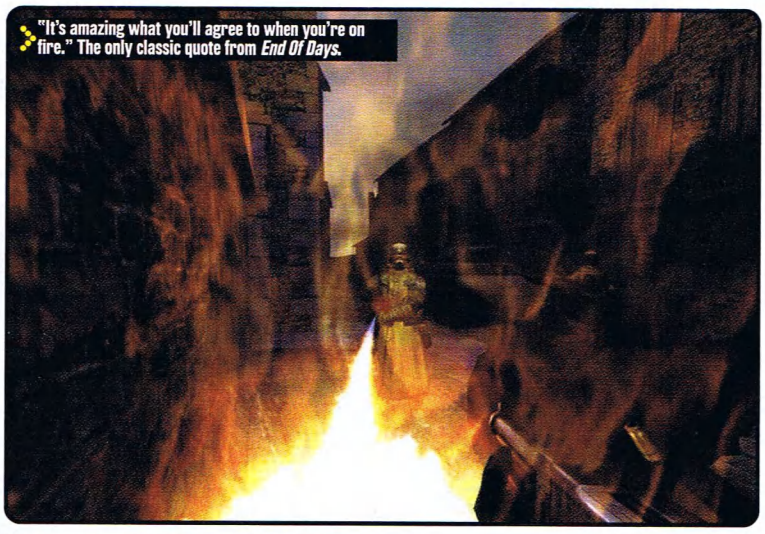
The stuff you need to know...

Levels	17
Guns	13
Multi-player classes	4
End of level bosses	3



▲ The flame-thrower offers one among many tactical possibilities in the array of weapons at your disposal.

▲ Incinerating your enemies is one of the finest points of *RTCW*. But wait till you see the Tesla gun. Cool...



"It's amazing what you'll agree to when you're on fire." The only classic quote from *End Of Days*.

the moment. The fogging effects, skeletal animation, flame effects, dynamic lighting and hi-resolution, highly authentic texturing all add up to make *RTCW* look shockingly good. All this is backed up with an orchestral soundtrack that flows and changes with your action, keeping the heart thumping at all times.

HOT SHOT

This blitzkrieg shooter is blisteringly well put together in the gameplay department, with fantastic set-pieces and a huge wealth of Nazi weirdness to keep your teeth gritted and your eyes wide in astonishment. This is a game that knows all the tricks: intelligent baddies, destructible scenery, terrifying end of level bosses, and an awesome array of weapons. These range from a solid selection of sniper rifles and sub-machine guns, through to the Nazi-roasting and – quite frankly – mind-blowing flame-thrower and the impossible fantasy of the Tesla Electric-Death-Ray Cannon.

> **... Intelligent baddies, destructible scenery, terrifying end of level bosses, and awesome weapons...**

Softography

These guys have also made...

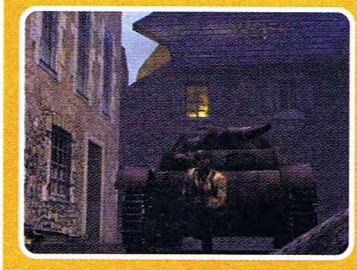
This is id Software and Gray Matter's first co-produced game.

Although this is a first-person shooter set in a perfectly detailed World War 2 scenario, it's forged straight out of *Indiana Jones*-style weirdness and mysticism. You're just as likely to find yourself fighting cyborgs and zombie super soldiers as you are to be fighting some Luger-wielding Bavarian troopers.

We're not going to give away the ending to this masterpiece, but we are going to warn you of one thing: while the leather clad Nazi girls might look appealing, remember they pack an awful punch. Oh, and keep an eye out for that secret bottle of wine too, it's mighty tasty...

The Setting!

▲ Gray Matter developed this with id Software and their souped up *Quake 3 Arena* engine.



▲ Escorting the tank is one of the interesting levels. Save it from the Nazi rocket traps.

▲ The German version will have to lose the Swastikas. The *Wolfenstein* logo replaces it.

Judgement

GRAPHICS *RTCW*'s enhanced *Quake 3* engine is miles ahead of anything on PC. It looks stupendous.

GAMEPLAY Fast, intelligent and frightening. Everyone will enjoy its explosive dynamic.

LIFESPAN Provides plenty of opportunity for replay and has dozens of secrets to find.

The best shooter on PC this year by a big, loud cannon shot. This is the digital Blitzkrieg we've all been waiting for.

Overall 94%

Sneaky Tactics!

Stealth is an all important facet of the *RTCW* armoury. Put on your ballet shoes and get tip toeing.

▲ Stabbity-stab, he's dead as a doornail. You're an expert at moving silently and killing without warning.

▲ Mess up your sneaking and your enemies won't lose time unloading an MP40 into your soft guts.

▲ Planes roar overhead dropping supplies for you, such as the sniper scope – the game's best rifle.

REVIEWER

Mark Green

OUT: NOW (JAP), TBC (UK) FORMAT: GC PRICE: IMPORT DEVELOPER: HAL PUBLISHER: NINTENDO SPECIAL FEATURES: NONE OTHER FORMATS: NONE CALL: 0170 652 222 PLAYERS: 1-4

Factpack The stuff you need to know...

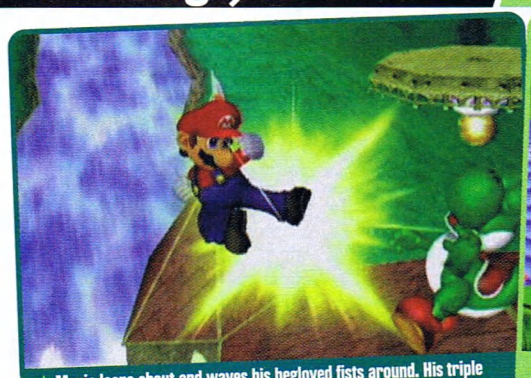
Characters	26
Arenas	20
Moves	100+
Collectable trophies	200+

Round two... fight! No more niceties for **Nintendo's superstars** in this **cracking sequel** to an N64 classic.

Super Smash Bros. Melee

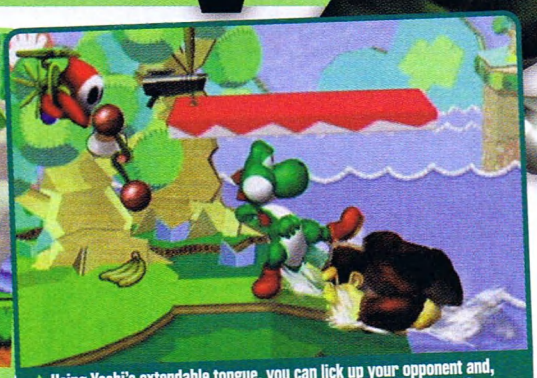
Old Dogs, Old Tricks!

No spine-snapping or elbows-in-the-face for the Ninty all-stars. Each character's moves stay true to their gaming heritage...



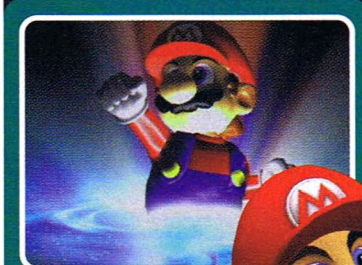
▲ Mario leaps about and waves his begloved fists around. His triple jump even comes with that familiar coin-grab sound. Ding-a-ling!

▲ Link's hulking Great Sword gives him a real edge – and he's also brought along his hookshot, bombs and boomerang. No fair!



▲ Using Yoshi's extendable tongue, you can lick up your opponent and, er, 'excrete' them back out as an egg. And isn't he just the cutest?

SSB FMV!



▲ Now that Ninty have canned carts for discs, we're treated to their first ever FMV intro...

▲ ... And it's a stunner! Mario, Link, DK and co. are done up to the nines for 30 seconds of belly-tickling intro. Brill!

This is the game Japan has been waiting for. Literally. At Nintendo's Spaceworld games expo in Tokyo last August, you faced a queue over *two hours* long to have a go.

So, why all the fuss? For one, this is the only game that has everyone's favourite Ninty stars, from Mario, to DK, to Princess Peach, to Link (in traditional 3D guise). But *Smash Bros. Melee* isn't just a common-or-garden beat-'em-up with Mario's face plastered on the box – it's unique, flawless and as fun as any of your *Tekkens* or *Soul Calibur*s out there.

Play is identical to its N64 daddy: smack up to three opponents till their damage meter is high enough to knock them out of the arena. Simple. But that little idea has had a billion-and-one extra bits and bobs piled on, and the result is a beat-'em-up that's shimmering with Nintendo magic.

WEAPONRY

So, hundreds of typical fight moves – from Bowser's tail thwack to Mario's surprisingly violent headbutt – are joined by guns, bombs, mines, invisibility power-ups, morphing arenas, sliding platforms, Pokémon bursting out of Pokéballs to help or hinder you in battle, and much more. The result is a fighter so brain-meltingly chaotic, you'll need a cup of tea after every round.

GOOD ALL ROUNDER

But speed and pace are just two of *Smash Bros.*' strengths. The arenas are huge and stunningly decked out. The controls are what the GC's joypad was invented for, and with every fresh play you'll uncover extra moves and new ways to outwit your opponents. The animation is incredible – from Mario's fireballs to Peach's hair, it's all

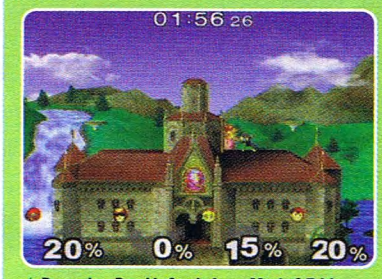
▲ Kirby with a Pikachu hat – does it get any cuter?

▲ The aim is to smash your opponent right out of the arena. Looks like the monkey's got the upper hand.

▲ Speedy but weedy, that's our friend Fox McCloud. He's a bit like a soggy chip driving a Ferrari.

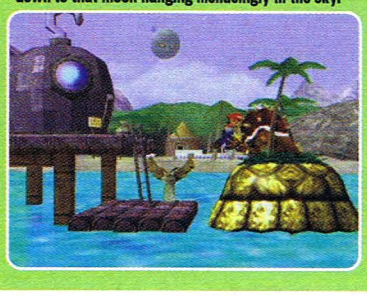
Looks Are Everything!

There's not a single pixel in *Super Smash Bros.* that hasn't been polished to absolute perfection. Prepare your optical circuitry for overload...



▲ Remember Peach's Castle from *Mario 64*? It's back – and it's been done up. Look at the scenery!

▲ It's a shame the camera's zoomed out so often as the characters are stunning. Link looks incredible.



▼ It's the Great Bay area from *Majora's Mask*, right down to that moon hanging menacingly in the sky.

▼ *Smash Bros.* has animation so subtle you'll need telescopic specs to see it. Fox's gun reload is tops.

The Best Bit

Using a *Star Wars*-style lightsaber to make mincemeat of your mates.

Softography

These guys have also made...

Luigi's Mansion	90%
Pikmin	87%
Zelda: Majora's Mask	96%
Super Mario Advance	89%
F Zero X	91%
Lylat Wars	88%

impeccably detailed. The music, the menus, the secrets... ah, you get the idea. *Everything* about *Smash Bros. Melee* is bleedin' brilliant.

But it's in multi-player that this game truly comes alive. The lightning fast fights are over in just a couple of minutes, but they're such frenetic fun that you and your friends will be gawping at the TV for hours. And, because the menu screens are overflowing with options to tailor the battles to your tastes, *Smash Bros.* won't have the stench of staleness until, ooh, at least 2008.

... The lightning-fast fights are such frenetic fun that you and your friends will be gawping at the TV for hours...

LONE RANGER

Even if your mates ditch you, there's tons to do on your tod, including collecting hundreds of trophies of ageing Nintendo characters, coin battles, multi-man melees against hologram fighters, and an Adventure mode that takes you through 20-odd stages of classic environments. Great.

Fast, funny, feature-packed and a feast for your eyes, *Smash Bros. Melee* is GameCube's best game yet – and that's saying something. And where else can you see Link knee Mario in the meatballs?

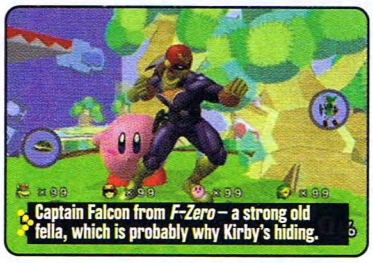
Mode to Joy!

SSBM is bursting at the seams with bumper bonus modes. This 20-level solo adventure is just the beginning...

Thirty different events range from giant Yoshi baiting to ripping the sideburns off over 50 miniscule Marios.

Hundred-man melee! Surviving a century of heroes nets you a secret character. We're not saying who...

Grab your bat and see how far you can whack this sad-looking sack in the sensibly-named Home Run mode.



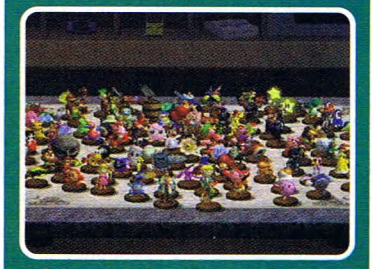
Captain Falcon from *F-Zero* – a strong old fella, which is probably why Kirby's hiding.

Medals of Honor!

Forget Pokémon – comparing trophies will be the new craze.

▲ There's only one thing to do with your coins: spend them at *Smash Bros.*' arcade on a fruitie.

▲ Bag over 200 trophies, based on old Ninty games. You're told which you nabbed for cash.

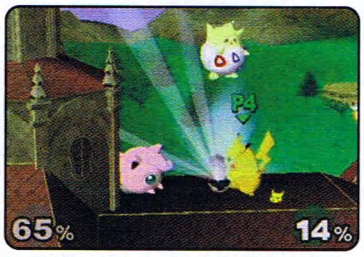


▲ And now, the gallery. View your collection here, or take a look at each trophy in turn.

When Pokémon Attack!

Pikachu and Jigglypuff are playable characters – but plenty of other Pokémon play a supporting role too.

▲ Crack open a Pokéball and one of 50 monsters will pop out to help you in battle. Here's Blastoise...



▲ ... Swiftly followed by Jigglypuff, with an explosive attack. Pokémon in *Smash Bros.* use a rival's move.

▲ You rarely see the dogs and birds from *Gold & Silver*, but they stun you with their gorgeous attacks.

Judgement

GRAPHICS GameCube's best? Yessir. Blindingly beautiful, and fast enough to make your eyes numb.

GAMEPLAY Flawless, frantic fisticuffs. Get your mates round and you'll never get rid of 'em.

LIFESPAN More multi-player fun than should be legal, and Ninty haven't forgotten solo players.

Boring beat-'em-up purists will hate it – everyone else can giggle themselves silly with GC's greatest. Just about perfect.

Overall 94%

REVIEWER

Mark Walbank

OUT: NOW (US), MARCH (UK) **FORMAT:** XBOX **PRICE:** £45 **DEVELOPER:** BIZARRE CREATIONS **PUBLISHER:** MICROSOFT **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 0870 601 0100 **PLAYERS:** 1-2

Kudos Explained!

Kudos points are scored for doing risky manoeuvres. Score enough Kudos and you are awarded a bronze, silver or gold medal.

In Arcade mode, your Kudos points are multiplied if you manage to stay in between the traffic cones as you drive.

The San Francisco streets offer many chances to take-off from the Tarmac to impress the crowds.

Collision with the track-side scenery will result in the loss of your Kudos points, though. Beware tight corners!

Eye For Detail!

The visuals in *Project Gotham Racing* are exceptional. Cars are modelled down to the smallest detail, from wing mirrors to door handles. Each has around 16,000 polygons, making them the most realistic cars in any driving game.

If you're too reckless you can expect to see bumpers crumple and headlights smash.

This replay shows the shops, which have been accurately modelled from the real-world.

There may be **no Joker, Batman or The Riddler,** but this is the **new superhero of driving games.**

Project Gotham Racing

***Project Gotham Racing* isn't a game for careful drivers.** In fact, it's a bit of a joyrider's handbook. Next to showing you how to hot-wire a vehicle, the developers seem hellbent on delivering an experience as close to urban speed mayhem as possible (not that we're complaining). Even the players' score is based on their competence at pulling off handbrake turns. It's an exhilarating premise, and provides one of the most enjoyable driving games GM has seen for some time.

TOP ACTION

Xbox is already proving it can produce games on a par with PS2 and GC. Indeed, while *GT3* still offers more depth with its customisation options, *Project Gotham Racing* beats it hands down in immediacy and drama. You only need to feel the satisfaction of executing one perfectly timed braking manoeuvre around a corner at 100mph to realise the excellence of Bizarre Creations' latest game.

CITY DRIVING

Four real world locations have been beautifully rendered to enhance the sensation of racing in cities: London, Tokyo, San Francisco and New York. The detail is so accurate that locals will recognise every building and bend. The handling is exceptional too, with cars bouncing convincingly over bumps and rocking on two wheels after a sharp corner. Points are even awarded for coming off the road entirely. Once the game opens up you realise how deep it is. With a two-player option, and cars such as the Corvette RT-10 and Ferrari F50 to unlock, *PGR* is exceptional.

GAMING MASTERPIECE

Traditional replay options are included and emphasise all the hair-raising bangs and crashes.

San Francisco's wharf area is beautifully modelled, right down to the tramlines and sweeping vistas.

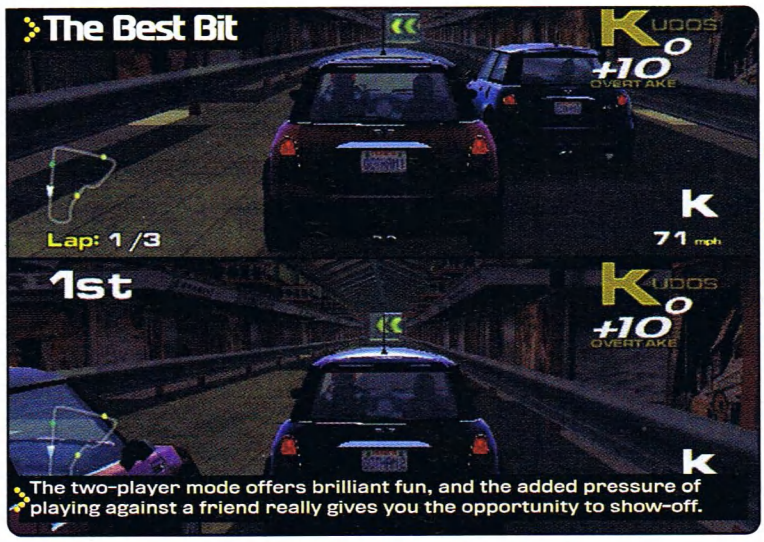
Softography

These guys have also made...

Fur Fighters: Viggo's Revenge 83%

You'll start off with some really dodgy vehicles including VWs and Minis. But prove your skill and eventually you win a prize as impressive as a Ferrari.

The Best Bit



The two-player mode offers brilliant fun, and the added pressure of playing against a friend really gives you the opportunity to show-off.

Judgement

GRAPHICS Stunning recreations of four of the world's major cities. (But not Milton Keynes.)

GAMEPLAY Superb handling and great feedback make this a driving game worth savouring.

LIFESPAN Many game modes and several championships will have you gripped for months.

For a launch game, *Project Gotham Racing* is a really splendid effort and bodes well for things to come on Bill Gates' box.

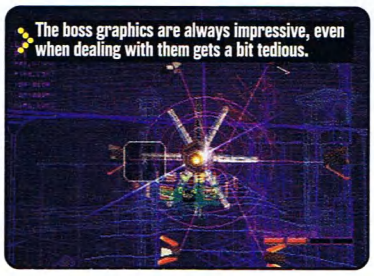
Overall 90%

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: SEGA | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: DC | CALL: 0207 533 1400 | PLAYERS: 1-4

Think a **semi-quaver's** a variety of **low-fat cheesy crisp**? Then this game **might just be for you...**

Rez

Every so often, you'll spot a blue orb. Hit it with a max combo to move to the next level.


The boss graphics are always impressive, even when dealing with them gets a bit tedious.

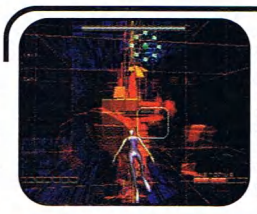
Hit the Beat!

▲ Strangely, hitting the bosses produces a snare drum rat-a-tat, followed by a 'Woooool' noise – get them in time for extra points. Bangin'.

Evolution!

Blast enough baddies with the beat and you evolve into a higher being – the *Rez* equivalent of an extra life.

You start off as a mere spring-man – getting hit turns you into a ball, but you can evolve into this shiny T-1000 thing...


... And eventually you will become a bloke sitting in a globe. No, we don't know why either, but we want to be the best.

It's *Vib Ribbon* with trippy colours. No, it's *R-Type* with a backbeat. No, hang on, it's actually more like *Fantavision* inside a raver's brain...

Actually, *Rez* is an attempt to do something new with beat-based gaming. Instead of tried 'n' tested symbol-matching, you deal with waves of alien baddies by selecting groups to blow up with a cursor.

Each makes a different noise and, by matching the rhythm, you can build the music up from a couple of beats to a multi-layered mess. Clever, but it doesn't – apart from sounding like a chimp mashing a Casio synthesiser – have much bearing on the action if you just tag and blast away.

Despite the brain-melting visuals, this isn't much more than a linear shooter set in a bad trance video.

In Score Attack, big combos are rewarded with thumping tunes and cool light effects. Like this.

The Trance mode's a relaxing way to play, since you can't die by getting hit.

Judgement

GRAPHICS Sparse at first, but soon evolve into mesmerising landscapes. Different, in a cool way.

GAMEPLAY Basic – you don't even move your character – but fun when you get into the groove.

LIFESPAN Score Attack and Travelling modes, but it'll only take a few hours to complete.

A brave effort, and a great way to melt your own brain, but horribly limited. Play it for novelty value on a quiet weekend.

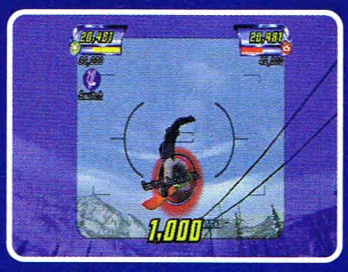
Overall 64%

REVIEWER: Joel Snape

OUT: NOW (US, MARCH (UK)) | FORMAT: XBOX | PRICE: IMPORT | DEVELOPER: MICROSOFT | PUBLISHER: MICROSOFT | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0870 601 0100 | PLAYERS: 1-4

The Fame Game!

In order to get your boarder that necessary exposure you have to get his picture in paper. The best way to do this is to save your tricks for the ramps with the media icon floating above it. Also, there's a Sponsor Challenge in which you have to do specific tricks to please your sponsor and get some freebies.



▲ As you hit the media icon, a nearby photographer will take your photograph.

▲ The first sponsors like any aerial stunts, so keep on the ramps and avoid the rail slides.

Microsoft **try their hand** at the **ol' extreme sports** game. It's easy! Just like **falling off a board.**

Amped: Freestyle Snowboarding

The lighting effects are superb. Shame the graphics only tackles snow and trees.

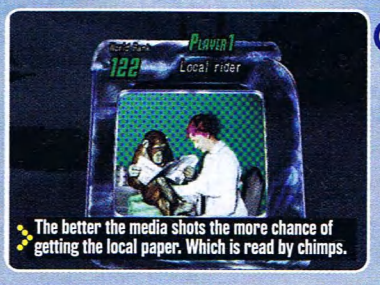
▲ *Amped* is the first game we've played that requires quick use of the action buttons, and there's no denying that they are far too close together for comfort.

This is not just about getting to the bottom of the hill first, it's also about fame.

Taking control of your mittened man, you must board your way to money, sponsorship and general superstardom.While this is a cute twist in a well worn genre, *Amped* is not about novelty game structure. It's about next-gen graphics, water-tight physics, and hair-raising gameplay. Unfortunately, it only partly delivers.

The visuals are stunning and taper off into the distance without any redraw. The skater animation and appearances are fantastic too. Where it gets sticky is with gameplay, which is – at times – jumpy, lumpy and doesn't offer the bouncy satisfaction of *SSX Tricky*. Technically brilliant, it just leaves you a little cold.

While the graphics are good, they lack the visual flair that you find in SSX Tricky.



The better the media shots the more chance of getting the local paper. Which is read by chimps.

Judgement

GRAPHICS Superb. Doesn't tackle anything complicated but is an example of what Xbox can do.

GAMEPLAY Well rounded and competent, but lacks the immediacy and outright fun of *SSX*.

LIFESPAN There are tons of options to experiment with, and a very challenging learning curve.

Generally great, but the thrill of actually snowboarding in this game can't actually match the amazing presentation.

Overall 80%

REVIEWER: Dave Harrison

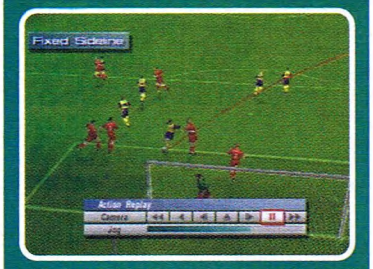
REVIEWER

Alex Cooke

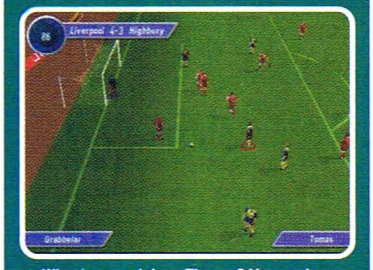
OUT: NOW | FORMAT: PS | PRICE: £30 | DEVELOPER: RAGE | PUBLISHER: RAGE | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2, GBA, GBC | CALL: 0151 237 2200 | PLAYERS: 1-2

Golden Goals!

The Arcade mode offers us a chance to recreate the classic 1989 title decider between Arsenal and Liverpool, where a goal for the Highbury side meant three points and the Championship. Boo! Or you can take on the not-so-mighty-anymore Brazil, with ever worsening teams.



▲ North London's finest are one up and the match is nearly over – but what's this? Smith's goal changes the outcome of an historic match.



▲ What happened there Thomas? Liverpool put in a fourth and take the title back to Anfield. In Dave's game, high scores are common.

▲ Barthez's comedy goalkeeping lets Brazil go ahead. Play them as Costa Rica for a real challenge.

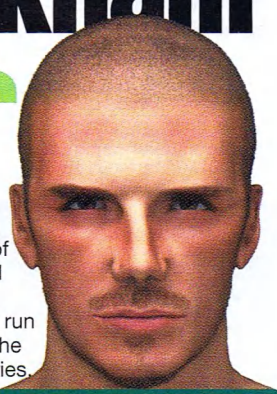
▲ Nervous people shouldn't watch the teams walk out. The mapped faces will give you nightmares.

He's got **golden boots** and is the **nation's golden boy**, but his game **isn't exactly** a golden nugget.

David Beckham Soccer

David Beckham is big, big news, so surely getting his face and name to appear on the box cover should mean that this game is a belter that'll sell like hot cakes?

Despite being crammed with options, and rammed with pictures of England's favourite, *David Beckham Soccer* is a very average soccer sim.



BENDER

The squat players are poorly animated, with square shoulders that would make even John Madden proud. They seem slow to react, making simple things like passing, tackling and shooting a bit haphazard. The AI isn't that impressive either; the full-backs never make overlapping runs, and midfielders don't break into the box. This means the football lacks both the smooth flowing quality of *ISS*, and the fun, push 'n' run play of the *FIFA* series.

CURLER

But, like Dave's sweet feet, the game has some nice touches. You can play domestic football with six of the top European leagues, partake in the UEFA cup, European Cup and the World Cup, or play friendlies between international sides from across the world. Arcade mode offers classic matches, while the entertaining commentary pairs screaming Jonathan Pearce with cliché king Ron Atkinson. There's also the fun Training mode.

Beckham himself may inspire love or loathing, but this game is just poor. Playable without being enjoyable, go and dig out one of the better *FIFA*s or unearth any *ISS*, because *David Beckham Soccer* doesn't live up to its namesake.

Softography

These guys have also made...

Savage Arena	60%
B-17 Flying Fortress	89%
Expendable	55%
Wild Wild Racing	73%
Hostile Waters	92%
GTC: Africa	75%

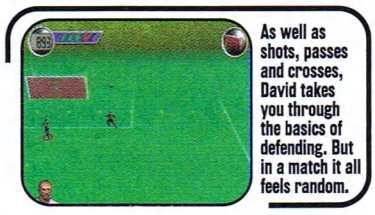
Best Bit

The dead ball master shows his skills with some beautifully floated free kicks. In his game, how could it be anything else?

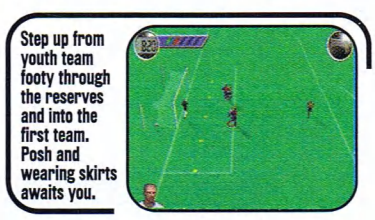
Perfect Pitch!

The Training mode is one of this game's best moments: from flipping in free kicks to bending crosses, a mute Dave shows you how.

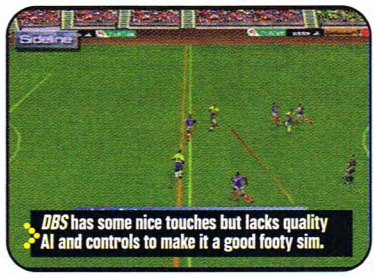
Aim for the corners of the net by hitting the diagonal functions on the D-pad. Cool in training, but clumsy in a real match.



As well as shots, passes and crosses, David takes you through the basics of defending. But in a match it all feels random.



Step up from youth team footy through the reserves and into the first team. Posh and wearing skirts awaits you.



DBS has some nice touches but lacks quality AI and controls to make it a good footy sim.

Judgement

GRAPHICS Ugly players averagely animated – we don't want miracles but we expect better.

GAMEPLAY It's possible to have a decent passing game, but the action is never really end-to-end.

LIFESPAN Two hundred teams and more to unlock means there's plenty to look forward to.

A poor and ugly effort, lacking the fluid football which makes the difference between the park and the Premiership.

Overall 61%

SONY
THERE IS ANOTHER SIDE

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PS2 PlayStation®2

REVIEWER

Ross Atherton

OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: LUCASARTS | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01753 756 100 | PLAYERS: 1-8

That's No Moon!

Galactic Battlegrounds has plenty of variety, with all sorts of locations and units from the films – plus some dodgy made-up ones.

"Wesa gonna die?" That's right, chum, you are. Do the proper thing and slaughter all irritating Gungans on sight. Yis!

The lovely Princess Leia was the hottest thing in the '70s. Guide the feisty female through dangerous territory.

Special scenario games, such as defending a monument for a certain length of time, prove to be very tricky.

Making It Up!

The best feature is the fact that you can set up any battle, for any sides, on whatever planet you like, of any size – and get stuck in, with you playing against the computer. Do the Battle for Hoth (see sequence above) or...

▲ Remember the huge battle scene from *Episode I*? If you've the patience, you can line 'em up.

▲ Or make stuff up. Here, Wookiees in fighters attack a peaceful Naboo city. Excellent!

There's a **galaxy full** of **strategy games** out there, but **the Force is especially strong** in this one.

Star Wars: Galactic Battlegrounds

While *Star Wars* games have pretty much every angle covered, there's never been a successful *Star Wars* strategy game.

But, rather than take a risk and develop their own complicated 3D engine for *Galactic Battlegrounds*, the mighty LucasArts have borrowed the one used in *Age of Empires* – so if this looks and plays familiarly, you know why.

REAL FORCE

The best thing, obviously, is that you get to muck about with all the *Star Wars* stuff and characters you've seen in the films: TIE fighters, AT-AT walkers, Stormtroopers, Darth Vader, and so on. You can play as one of six civilisations: Gungans, Rebels, Trade Alliance, Wookiees, Royal Naboo and Imperial. You even get to train and use Jedi Knights in battle, complete with dinky little lightsabers. But there's the problem: everything's just a bit too dinky and out of scale, because the game's engine doesn't allow for massive units. If you can live with that, you'll enjoy *Galactic Battlegrounds* because there's so much variety: escort Princess Leia and C-3PO through enemy territory, build an enormous base and armies of troopers, try to recreate famous battles from the films... The possibilities are huge, especially with the multi-player option and Map Editor there too.

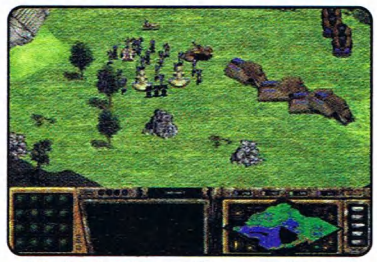
LIGHT STRATEGY

It's dead easy to get into, too, so it's an ideal introduction to the usually beardy strategy genre. If you're already pretty hardcore, you probably won't find much to amuse you in *Galactic Battlegrounds*, though – especially if you've already played *Age of Empires*, because this works in exactly the same way.

It's essential, though, if you're some kind of crazy *Star Wars* fan, which you probably are.

The Best Bit

Hands up who wants to put the Gungans out of their misery! Us too. Arrange a battle and prepare to blow up some of Jar Jar's buddies.



▲ A Trade Federation assault force moves into position. Send in the Jedis to cause confusion and terror.

▲ Battles can get hectic, so proper planning is essential. Or just charge in, which is more fun.

Softography

These guys have also made...

Jedi Power Battles	68%
Star Wars Episode 1: Racer	84%
Escape from Monkey Island	90%
Star Wars: Dark Forces	76%
House of the Dead	68%
Star Wars: Starfighter	87%

The boring bit: you need to collect resources to pay for research and make units.

Judgement

GRAPHICS Out-of-date compared to modern strategy games. Some nice animation, though.

GAMEPLAY Clever missions and options, and nicely balanced. The AI isn't great, though.

LIFESPAN Masses of one-player missions, great multi-player, and set up special skirmishes.

Okay, it might not be the best or most original strategy game ever, but fighting huge battles with *Star Wars* kit is very, very cool.

Overall 80%

REVIEWER

Tom East

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: UBI SOFT | PUBLISHER: UBI SOFT | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: NONE | CALL: 01932 838 230 | PLAYERS: 1-4

M stands for multi-player, but you won't persuade your mates to **go for a Lum run** with Rayman.

Rayman M

You Da Man!

The eight characters include Globox and Henchman Boo. Globox may be out of shape but he runs as fast as Rayman. It doesn't matter which you choose, they all handle the same.

▲ This is Tily, one of the secret characters. But it's not worth unlocking them, as they all have the same weapons and running abilities. Rubbish.

▲ Press ⊗ when Globox jumps and he'll inflate to twice his normal size. Then, when he deflates, he'll let out a huge trump. Good work, Globox.

▲ Some people love him, some hate him (I don't hate him, by the way). Either way, the limbless fella is the best character in the game.

No Fun Run!

After winning, it all goes a bit *Crash Bandicoot* as you get involved in a time trial and try to grab every Lum.

▲ First up, the big race against Globox and crew. Win this and you'll open up new challenges.

▲ Now for the time trial. Collect these little butterflies and you'll get some time bonuses.

▲ This is just like *Crash*, only instead of bashing all the crates you have to collect every single Lum.

Hands up all those who think Rayman is annoying. Well, here's your chance to hit him up his floaty arse and flick his floppy 'ears' until his big nose hits the ground.

This time you don't have to play as the limbless French dude; instead, pick one of his enemies and beat him in a race, or get battling and fling Lums at his head.

Softography

These guys have also made...

Rayman Advance	86%
Rayman 2	90%
Rayman Revolution	82%
Rayman	63%

Sounds like the game of *Rayman* hater's dreams – only playing as the purple ball of blubber Globox, or the clunky metal robot Henchman Boo won't exactly fill anyone with joy. See, regardless of whether you love or hate Rayman as a character, *Rayman M* contains some of the most painful multi-player games since *Crash Bash*.

LAME RACE

First up are the racing levels, where Ubi Soft have resisted the temptation to plonk Rayman and crew in go-karts. Instead the cutesy toons are running and jumping around super tricky tracks on foot. The tracks look fantastic and are packed with speed boosts, secret routes and irritating obstacles, but poor old Rayman isn't exactly the next Carl Lewis. He can't jump very far, and he'll only break into a sprint if he hits the sprint pads, which often send your face for a meeting with the wall. There aren't even any cool power-ups to make it more interesting.

DUMB LUMS

Of course, you can beat up your opponents in the battles, but only with pathetic purple pellets. There are

Yo, Lum Rush the Show!

Thought collecting all the Lums in *Rayman Revolution* was a painful task? Try this one for size. You'll be frozen in your tracks every few seconds as you attempt to grab those little purple balls. Grr.

▲ Henchman Boo captures the fly. Keep this thing for around 30 seconds and you'll get a point. You have to get lucky to win this one.

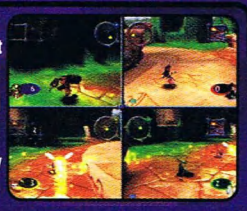
▲ This is the Lum Fight, where you have to twat Rayman with Lums until he dies. Could be fun but, due to the lack of decent power-ups, it's dull.

▲ It's freeze-'em-up time. Lum Spring is the worst game of the lot, as you get frozen every five seconds in your quest to grab five Lums first.

Multi Mayhem!

The M means multi-player, so you should really be playing this game with your mates. Get yer Multitap out.

If you hit the spider pads, sections of the track will move, block your mates, and leave you free to win the race in style.

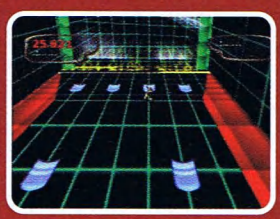


The races are a bit of fun, but the battles are a bit random and you'll need a lot of luck to win the Capture the Fly game.

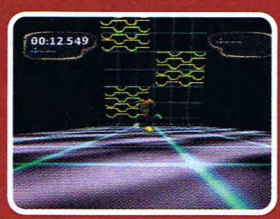
It's four-player Lum Spring. There's only one weapon and it freezes one of your opponents. This really is a painful game.

Brucey Bonus!

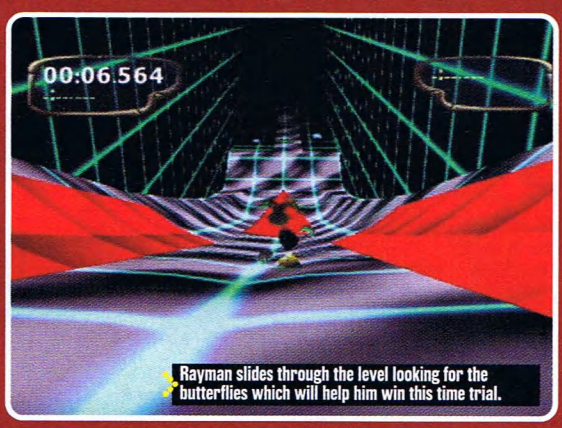
The bonus games, with their futuristic looks, are ace. Pity you have to get through 30 levels to play them.



These futuristic levels look like a platform version of *Rez*. Fantastic.



There are loads of slidey bits in the bonus levels. It's like *SSX* with Rayman!



Rayman slides through the level looking for the butterflies which will help him win this time trial.

BUND

Capture the Fly is like playing Tag, but without the ability to look behind you. Grab a fly and hold it for as long as you can, only you can't see your rival characters, so you end up running around aimlessly hoping that you won't be hit. You'll have had enough after three levels, let alone 30.

Of course, this is meant to be a multi-player game, so you should really be playing these games against your mates anyway.

The M could easily stand for minging. This stinks.

no missiles, bombs or mines, so in the Lum Spring game you're forced to lob a Lum at your rival, freeze him, and try to grab the special Lum. But your opponent will only be frozen for a few seconds and, just as you're about to run for the Lum, he'll freeze you and try to grab it. That is, until you defrost and freeze him again... and on, and on, and on. Gah!

"... Rayman will only sprint if he hits the turbo pads, which often sends your face for a meeting with the wall..."

Factpack

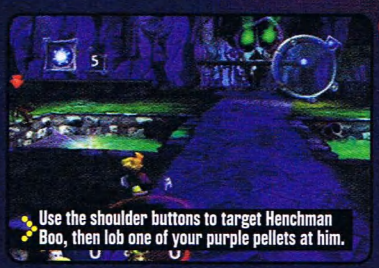
The stuff you need to know...

Characters	8
Levels	30
Leagues	6
Modes	6

The Best Bit

There are no power-ups, but four-player races offer the best action.

Rayman 2 was a great PSone platformer, but this multi-player game is a bit dump, really.



Use the shoulder buttons to target Henchman Boo, then lob one of your purple pellets at him.

Judgement

GRAPHICS Toony characters on colourful platforms, hitting each other with purple Lums.

GAMEPLAY A reason to hate *Rayman*. Slow races and boring battles – a painful multi-player game.

LIFESPAN Rayman's buddies are rock hard. You'll play for days before you unlock the bonuses.

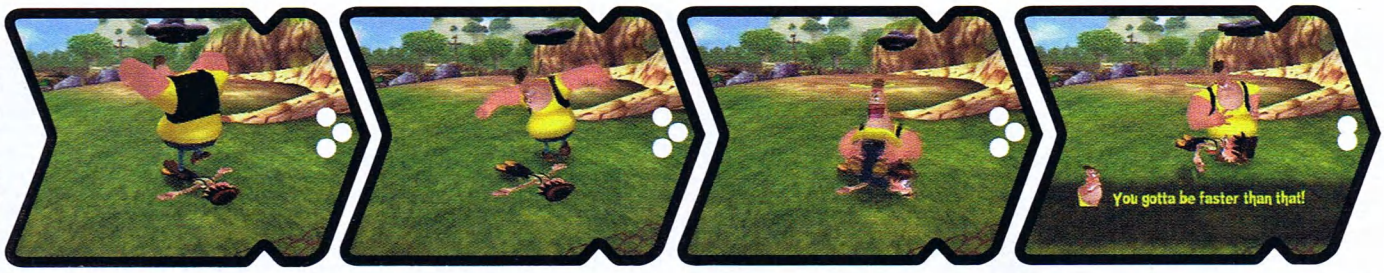
A ray of shite! The racing levels are ropey and the battles aren't much better. It will make you want to melt your Multitap.

Overall

52%

REVIEWER

Richard Melville



OUT: NOW | FORMAT: DC | PRICE: £30 | DEVELOPER: VISUAL CONCEPTS | PUBLISHER: SEGA | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 02380 653 377 | PLAYERS: 1

Flying Flab!

Moigle is an absolute bloater and, should he get dizzy and fall over, you can use his huge belly as a launch pad for a high jump to reach difficult places. Run around in circles when Moigle is on a red platform and he'll keel over faster than a drunken student. Now line yourself up with his big tum and bounce!

▲ Make Moigle come to stand on the red platform by calling him over to you. He behaves just like a pet puppy really. "Here boy!"

▲ When dizzy, he'll fall on his back as if he's lost his mind completely and lie down for at least 30 seconds. Now adopt your position...

▲ ... And use his belly as a trampoline. But don't bounce too many times, as he'll chase after you and pummel you into the ground!

▲ The mice are more intelligent than your brother, sadly, meaning you've got a big task ahead of you!

Two crazy mooks get squeezed into their own madcap cartoony platform caper... sloowwly.

Floigan Bros.

Meet Moigle and Hoigle, two comical Italian brothers. Hoigle is smart and Moigle is so thick he'd make Atomic Kitten look like university professors. He even speaks to mice for God's sake!

This *Banjo Kazooie*-style pairing of the cheeky duo represents the last platformer you'll ever see on Dreamcast, so it better be good.

HONE YOUR SKILLS

You take control of Hoigle and, in a bid to help your brother through his silly quests to build Moigle's Secret, you train the dozy fellow. You need to gain points to teach Moigle new tricks so he can help you pass through certain areas. From a simple game of high five, you can go on to play tag, and hide and seek. The short games are *Parappa*-style button-tapping games and add a novel touch. The landscapes, too, are unique, and as inventive as you could hope for outside a *Mario* platformer.

Moigle suffers from mood swings, especially if you punch him and throw insults via the speech functions. Watch his blood boil.

LACKING CHARM

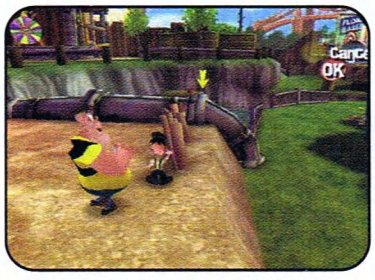
Floigan Bros. plays in a similar way to Oddworld's *Abe's Oddysee* game, but often seems too childish to be enjoyed by experienced gamers. Simple tasks are laborious without the scope of entertaining animation and the loud comedy farting of *Abe*. Hoigle and Moigle also spend ages larking about in a very boring Training mode set in a kitchen, and could give *Ren and Stimpy* a run for their money in terms of goofball humour.

If you like your platform games to be thoughtful and slow paced, then *Floigan Bros.* will fit the bill. For faster paced action, *Sonic Adventure 2* still reigns supreme on DC.

Softography

These guys have also made...

NBA 2K	85%
One	75%
NBA Fastbreak '98	N/A



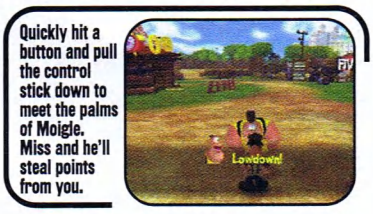
▲ What do you mean we can't play on the see-saw? I thought you loved me, brother!

The Best Bit

In order to liven things up a bit, you can slap your brother in his fat gut and run away, insulting him with one liners. He'll even start to sob too!

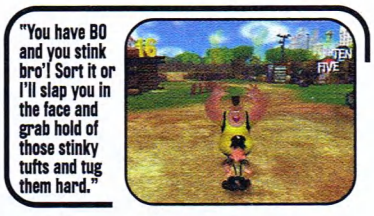
Spank Me!

Amuse your brother by playing games such as high five. Lose and Moigle will mark points for himself on his on-screen notepad – gloater.

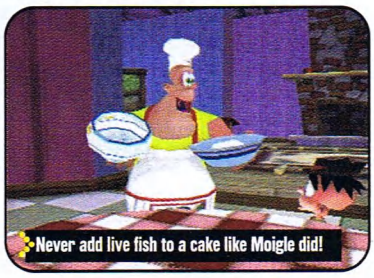


Quickly hit a button and pull the control stick down to meet the palms of Moigle. Miss and he'll steal points from you.

It's harder to hit the higher double hand slaps that the goon demands, so remember to stay alert and hit 'em really high.



"You have BO and you stink bro'! Sort it or I'll slap you in the face and grab hold of those stinky tufts and tug them hard."



Never add live fish to a cake like Moigle did!

Judgement

GRAPHICS Good solid landscapes, and the cartoon feel is convincing and charming throughout.

GAMEPLAY Original as far as Dreamcast platformers go, but very slow paced for experts.

LIFESPAN If you can be bothered to stick with it, it will take at least a month to crack. But can you?

Inventive and colourful platformer that is a tad slow for platform veterans used to faster games with instant rewards.

Overall 73%

POLAROID PETE

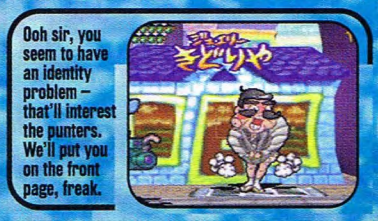
OUT: NOW | FORMAT: PS2 | PRICE: £30 | DEVELOPER: IREM | PUBLISHER: JVC | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0207 240 3121 | PLAYERS: 1

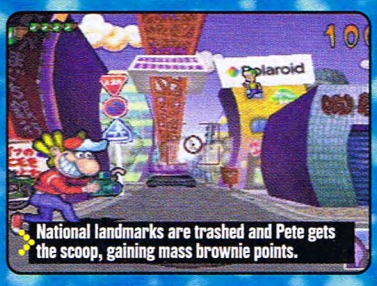
Snap happy and **bonkers barmy Pete** wants you to smile for the camera, **if you can't for the game!**

Polaroid Pete

Ooh La La!

Zooming in with your lens lets you take a closer peek at the action on the streets– great for catching the exclusive pics demanded by your Editor. And no privacy issues!



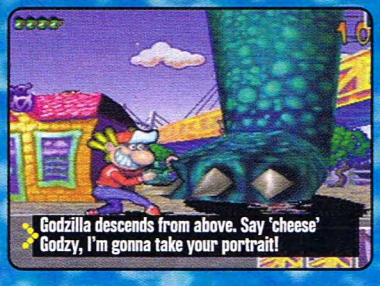


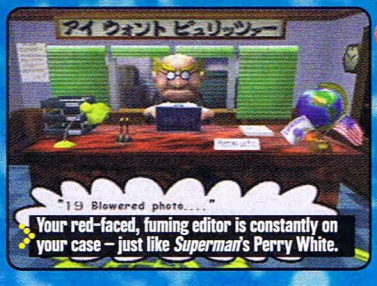
Pokémon Snap was great so, in theory, there's no reason why *Polaroid Pete* can't deliver good results.

The aim is to listen to your Editor and get a good story. The 2D levels that you amble across are full of bizarre events, and there are some spooky 3D scenes with aeroplanes, monsters and men in dresses. Yes, you can even see a mustached Frenchman in a Marilyn Monroe dress as you skip through the streets of Paris to solve a kidnapping.

The problem is that it is just too basic and, despite the appealing mix of graphics and humour, it won't grab you beyond a few minutes.

Your time and money would be better spent getting hold of a disposable camera and taking 'ker-azzy' photos of your mates.





Clicktastic!

▲ Your aim is to win the Pulitzer Prize for photography by capturing a specific moment in each level with a good, centred snapshot.

Judgement

GRAPHICS Basic, weird and funny but all a bit scrappy and 2D for us. Needs more sophistication.

GAMEPLAY Walking right, jumping and taking a picture isn't going to set the world on fire.

LIFESPAN After you've stopped laughing, you'll also stop playing for good. Comedy's all it's got.

Yes, it's funny but the kiddy controls and odd graphics don't suck you in or keep you entertained. Severely lacking in fun.

Overall 40%

REVIEWER: Richard Melville

OUT: NOW | FORMAT: DC | PRICE: £40 | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 020 8846 2550 | PLAYERS: 1-2

You eyeballin' me? That's fightin' talk. **Outside, now!**

Capcom vs. SNK 2:

Millionaire Fighting 2001

Giants Collide!

Aside from all this violent loveliness, the greatest thing about *Capcom vs. SNK 2* is the meeting of your heroes. You know your favourite characters from both games, and you know their killer moves. Now you can match them up and pit them against one another to see who's the hardest of the hard cases and the toughest of the tough. Observe...

▲ So Capcom fans, weaned on *Street Fighter*, you can dragon punch and fireball with Akuma!

▲ An *SNK* lover? *Fatal Fury*, *Art of Fighting* and *Samurai Spirits* for you then. Go grab Rugal B!

We've heard all about the 3D *Virtua Fighter 4* and *Tekken 4*, but the lure of a beautiful 2D brawler never quite vanishes. So, let's head over to the arena for some serious street fighting.

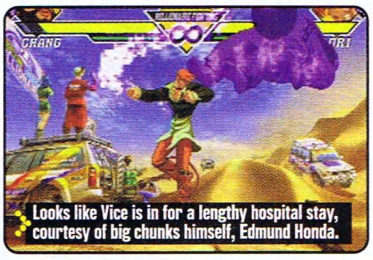
Since the first *Capcom vs. SNK*, not much has changed. Which is nearly all good, apart from the low-res sprites – c'mon Capcom, look at *Guilty Gear X* to see how it should be done. At least all the backgrounds are up to their usual lush standard.

You've got over 40 characters to choose from in total, all from Capcom and SNK's back catalogue – that's a good number. The usual modes are there: Arcade, Versus, Score Attack. The block ratio system is also back, where you choose up to three weaker fighters or one strong one to match your style, then unlock special characters, like Evil Ryu.

We've seen it before, but it's classic 2D fighting that never dies. Everybody should own the best, and this is it. Top stuff.

▲ The two heavyweights meet. Once and for all you can decide who is the true King of Fighters.

▲ Sagat gets it! There's no doubting the visual quality when it comes to Capcom's games. They're great.



Looks like Vice is in for a lengthy hospital stay, courtesy of big chunks himself, Edmund Honda.

Judgement

GRAPHICS Tasty backgrounds and nicely-drawn fighters – shame about the sprite resolution.

GAMEPLAY Deep and involving, but you need to really love this stuff to get the best out of it.

LIFESPAN Lasts forever as there's always a mate to beat up. Well, until the next update, anyway.

Old as the hills but can't be faulted. In the face of the 3D future, *Capcom vs. SNK* still has what it takes. Let's have a massive scrap!

Overall 84%

REVIEWER: Neil Randall

HANDHELD HEAVEN

The very latest Game Boy Color **and Advance** games gathered together in one **red hot** section! Only in **GamesMaster!**

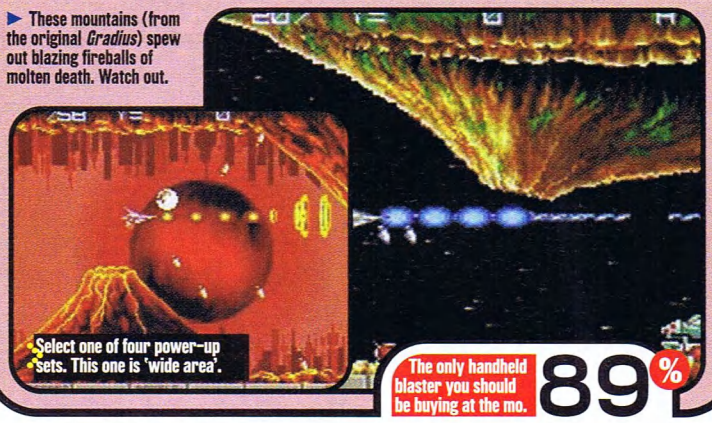
DEVELOPER: MOBILE PUBLISHER: KONAMI PLAYERS: 1

Gradius Advance

Fantastic! It's taken a while, but we've finally got a GBA shoot-'em-up that's an essential purchase.

Gradius Advance is the latest in Konami's long-running series and, thanks to a combination of reworked scenes and new levels, designed to work perfectly on GBA's little screen, it's light years ahead of any previous handheld shooter. We're talking top-quality graphics, a great range of power-ups, and some excellent surprises on the later stages. There's even a sneaky Tutorial mode that shows you how to beat the harder bits, but since *Gradius Advance* is so much fun to play 'blind', you probably won't want to use it.

The only problem with it is the way your ship reverts to its slow form after you get shot, and you're sometimes forced to take on bosses without getting a power-up. But this is hardcore – it's meant to be tricky.



► These mountains (from the original *Gradius*) spew out blazing fireballs of molten death. Watch out.

Select one of four power-up sets. This one is 'wide area'.

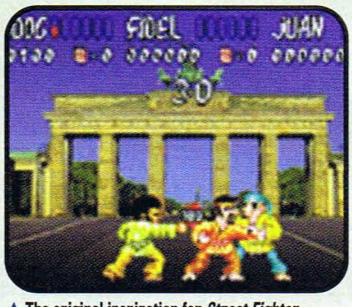
The only handheld blaster you should be buying at the mo.

89%

DEVELOPER: STUDIO 3 PUBLISHER: STUDIO 3 PLAYERS: 1-3

International Karate Advanced

▲ Kick the bombs in this nifty Bonus mode.



▲ The original inspiration for *Street Fighter*.

Good old *IK+* was a big hit way back in the days of floppy disks and cassette tapes.

It out-fought its rivals with a mixture of superior speed, neat bonus games, and a grand total of *three* on-screen fighters – bonanza! What's important to bear in mind, if you've never played an old skool fighter, is that this is *nothing* like the *Tekken*-style games we have now.

It even pre-dates the legendary *Street Fighter*. Instead of having D-pad sequences to string together combos, you just move in a certain direction and press a button to attack. Each character has the same tiny set of moves too. It was great in its day, but on GBA it's too slow, too primitive, and has the annoying big-headed players from the GBC version, rather than the realistic Amiga ones.

One fight too many for *IK+*. The years have taken their toll.

65%

DEVELOPER: REBELLION PUBLISHER: DIGITAL WORLDWIDE PLAYERS: 1-2

Snood

▲ Match the Snoods and make them fall down.

Ever played *Bust-a-Move*? Then you've played this, because it's exactly the same.

The back of the box bills *Snood* as a 'puzzle classic' and an 'international phenomenon', but neither tells the whole story behind its success.

The reason the original PC version has been downloaded so many times is because it's practically free, and the only reason that this game exists in the first place is because there isn't yet a GBA version of the acclaimed think-'em-up *Bust-a-Move*.

That's right, *Snood* is an internet shareware clone of Taito's excellent action-puzzler, with only minor cosmetic differences. This GBA edition is passable, but utterly pointless if you own a PC. We'd advise waiting for an official *Bust-a-Move* game, which is likely to be bigger, better and much nicer looking than this thing.

No wonder it was originally shareware.

50%

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1

Frogger Adventure

Frogs and roads don't mix too well. If the cars don't get our slimy amphibious friends, the sun will dry them out on the Tarmac until they're just like froggy-shaped wine gums. Which is why *Frogger*, the traffic-baiting star of a 20 year old coin-op, has decided to pick some less hazardous environments for his latest adventure.

This time it's a four-way scrolling affair, with objects to collect and bosses to battle as you progress. In fact, it plays almost as much like a puzzle game as it does an action title, with a bit of thought required to get past some of the levels. Not much though, just a bit. It's nothing particularly special to look at either, but it is good – if simple – fun.

Frogger has a new move: the extra-long jump, which he uses to hop over baddies.

The map shows the large game world. It won't take all that long to finish though.

A decent update of an ancient arcade game.

72%

REVIEWER: Martin Kitts

DEVELOPER: MAJOR A PUBLISHER: KONAMI PLAYERS: 1-2

ISS

Now that the successful *ISS* series has moved to a new level with *Pro Evo Soccer* on PS2, its old 2D roots seem as far away as Gazza's World Cup tears.

For its first GBA outing we've got a remixed version of the original SNES game, presented in glorious sprite-o-vision. It's a far cry from *Pro Evo*, and the side-on format doesn't work as well as the overhead view used by *Steven Gerrard's Total Soccer*. The players are so huge that you can't see much of the pitch, making it hard to tell which half you're in, let alone where your team mates are running.

The number of moves at your disposal is quite limited though, and the whole thing seemed more fun 10 years ago.

▼There's a large range of national teams with fairly accurate player data included here.

Not as good as its incarnation on the big screen consoles.

60%

DEVELOPER: NINAI PUBLISHER: MIDWAY PLAYERS: 1-2

Rampage Puzzle Attacks

▲Adding a blue jewel will make the blue blocks vanish. If you have a green jewel stacked in the right place, it will fall and get rid of the rest.

The lovable monsters from the tired old city-destroying game *Rampage* return, with a puzzle game that's miles better than any of their recent retro updates.

It's a bit like a cross between *Puyo Puyo* and *Yoshi's Cookie*, with a touch of *The New Tetris* on N64. The bottom of the playing area is littered with large coloured blocks, and the aim is to clear them by dropping smaller blocks from above. The blocks melt into larger areas of solid colour, which you can then dissolve by dropping jewels on top of them.

If you're skilled you can make the whole thing collapse in a very satisfying chain reaction.

◀It looks simple but, like the best puzzle games, there's a lot of depth to it. The perfect thing for long train or car journeys.

Slick, playable, pretty puzzle action – with monsters

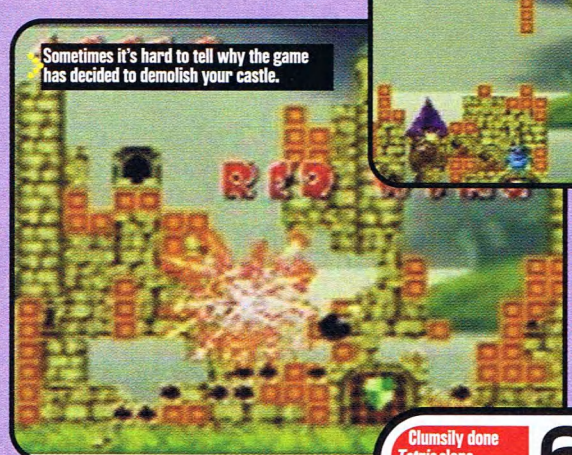
80%

DEVELOPER: PIPEDREAM PUBLISHER: MAJESCO PLAYERS: 1-2

Fortress

***Tetris* variants are all well and good but, because they tend to over-complicate things so much, they're rarely anything like as much fun as the classically simple original.**

And that's exactly the case with *Fortress*, which mixes castles and combat into a format that really doesn't need anything doing to it. Rather than making the falling bricks disappear, the aim here is to stack them as high as possible to create a castle. Once the castle is big enough you get a little gun to perch on top of it, which shoots cannonballs over at your opponent. The game then becomes a race to shore up your crumbling home, which would be a fine premise if it wasn't for some horribly sluggish controls.



▲A game like this needs to react very quickly to your D-pad presses, but the controls here are as responsive as a hibernating tortoise.

Clumsily done *Tetris* clone. Nice idea, but...

64%

DEVELOPER: 3D6 PUBLISHER: THQ PLAYERS: 1-2

Tetris Worlds

Realising that not all *Tetris* adaptations are for everyone, THQ have boldly attempted to cover every base with this one.

Tetris Worlds includes five variations, some of which work better than others. There's a *Bombtris*-style game – which is pretty good – and less successful ones where you're actually supposed to pay attention to the colours within the block, as well as the seven basic shapes. No chance, mate.

It's no surprise that the best mode is the plain vanilla *Tetris* one and, if that's what you want to play, you might be better off with the original GB version (faster and more challenging), or the GBC update *Tetris DX* (keeps track of your records). But if you really do have the urge to try your hand at a mixed bag of *Tetris* variants, and you think you've got the patience to stick at them, then *Tetris Worlds* is a decent value package that should keep you busy for ages.

▼The animated backgrounds are actually quite off-putting during an intense sesh.

More *Tetris* than most folk can really handle.

75%

OUT: NOW | FORMAT: PC | PRICE: £20 | DEVELOPER: MAXIS | PUBLISHER: EA

REVIEWER: Mark Sutherns

Where do you want to go? With eight buzzing places to hangout in, your Sim's night out will be great.

The Sims: Hot Date

If love makes the world go round, it's time the Sims got dizzy.

Just as you were about to put the lives of your pixel people on hold and push *The Sims* to the back of the games cupboard, along comes an expansion pack that demands you bring it back into your life again.

Hot Date is the third of *The Sims* add-ons, and this time it's far more than just another bunch of objects and skins. With an exciting new downtown neighbourhood, teaming with Sims looking for love, put that interior decorating on hold.

If this hotspot of hormones isn't enough, your characters have a new set of options to woo the apple of their eye. All of which means your Sims are set for a white knuckle ride on the roller coaster of love.

It will take time to get to grips with the new features, but you can't hurry love. And if you don't find love, at least *Hot Date* will make you fall for *The Sims* again.

Interact in over 40 ways, enter long and short-term relationships, and develop common interests.

Judgement

GRAPHICS The glitz of the downtown area is a far cry from the white picket fences of Sim Lane.

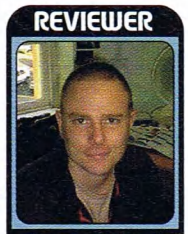
GAMEPLAY *Hot Date* is an escape from *The Sims'* routine and adds an hilarious new dimension.

LIFESPAN Found love then do it all over again with a new Sim. Will you ever get bored?

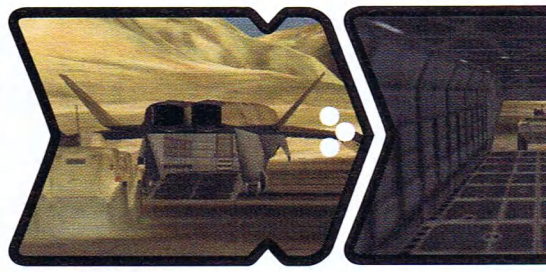
Hot Date turns down the lights, puts on some music, and pours your favourite drink. The best *Sims* expansion software by far.

Overall 86%

REVIEWER



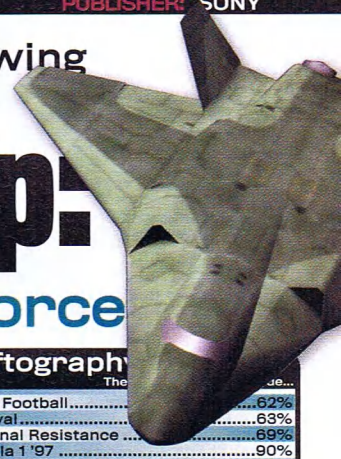
Jonnie Bryant



OUT: JANUARY | FORMAT: PS2 | PRICE: £40 | DEVELOPER: SONY | PUBLISHER: SONY

Make **peace** – by blowing the enemy to **pieces**

Dropship: United Peace Force



Imagine a Harrier Jump Jet hanging in the sky like a steel angel with rocket launcher arms. Now pop-rivet a Hercules fuselage around it and fill the cargo bay with tanks and armoured cars. What you have is one bona fide dropship, prepped and ready for combat.

We've seen hovering and low-level shootage on PS2 with *Top Gun* and *Thunderhawk*, but this is a world away from both of these.

You take to the skies *and* hug the dirt in any one of the five robust vehicles (see boxout). Then there's the handling. In a word… superlative. A double tap of ⊗ and your VTOL becomes a streamlined fighter, lighting the skies with afterburners. The physics works better in the air than on the ground, but there's a lot of tactics and options for both.

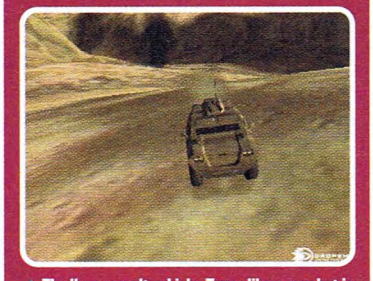
On the ground you tackle full-throttle mine dodging, or have a turn behind the turret for on-rails carnage. Go airborne and you can opt for the softly, softly approach, sniping from a

Softography

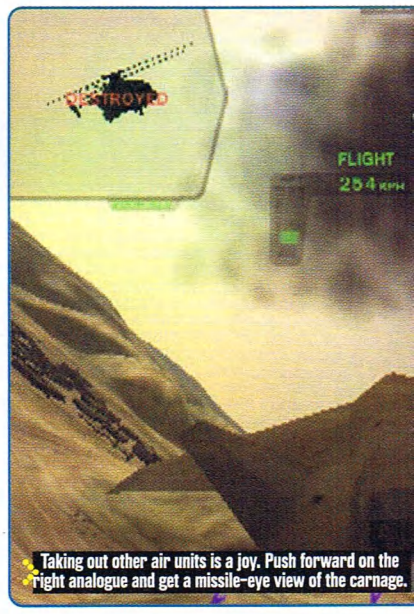
This is Football	62%
Medieval	63%
C-12 Final Resistance	69%
Formula 1 '97	90%
Rollcage	81%
Wipeout 3	92%

Five Way Trip!

One of the subtleties of the game is the fact that the plot pushes you into new forms of transport. For example, the Lifter class dropship you start the game with soon develops a fault and needs to be replaced. There are also Defender and Assault models, and you can drive an Ibex assault vehicle and Granite battle tank.



The Ibex assault vehicle. Turns like a cow but is dead nippy once you get it up to speed.



Taking out other air units is a joy. Push forward on the right analogue and get a missile-eye view of the carnage.

PREVIOUSLY IN Games Master

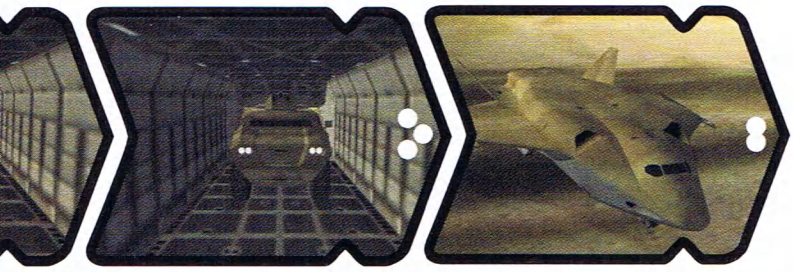
Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

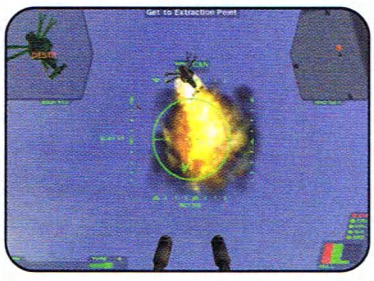
SSX TRICKY	(PS2)	94%
TONY HAWK'S PRO SKATER 3	(PS2)	94%
HALF-LIFE	(PS2)	92%
VIRTUA TENNIS 2	(DC)	92%
HEADHUNTER	(PS)	91%
DEVIL MAY CRY	(PS2)	90%
SHENMUE 2	(DC)	90%
SUPER STREET FIGHTER 2	(GBA)	90%
SYPHON FILTER 3	(DC)	89%
HARRY POTTER	(GBC)	87%
PIKMIN	(GC)	87%

WARIO LAND 4	(GBA)	87%
ECKS VS SEVER	(GBA)	84%
JAMES BOND... AGENT UNDER FIRE	(PS2)	82%
SMUGGLER'S RUN 2	(PS2)	81%
HARRY POTTER	(GBA)	80%
HARRY POTTER	(PC)	78%
SOUL REAVER 2	(PS2)	76%
THE SIMPSONS ROAD RAGE	(PS2)	76%
WWF ROAD TO WRESTLEMANIA	(GBA)	68%
HARRY POTTER	(PS)	62%
ONE PIECE MANSION	(PS)	55%



SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0990 998 877
PLAYERS: 1

▲ The replay mode allows you to gawp at all the near misses you had once the SAM battery's opened up. No fast-forward option in there unfortunately.



▲ The on-rails sections of the ground-based levels give you the opportunity to forget about driving and concentrate on pumping out round after round.

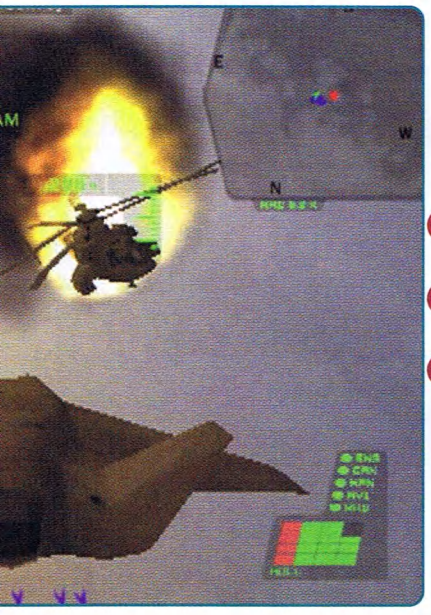
distance, or scream to and fro across the target zone. And it's here that the real upgrade in tactics kicks in.

SPECIALITIES

Sony have talked up the control of ground troops, but we've never seen any evidence of this radical feature... until now. Land your dropship in certain missions and you can deploy remote bugs from your cargo hold, which can then be controlled from your cockpit. Its inclusion lifts it away from competitors and makes it the best of its type on PS2 to date.

... Deploy remote bugs from your cargo hold, and control them from your cockpit...

Surface-to-air batteries, both mobile and stationary. The bane of your life in the sky.



Judgement

GRAPHICS The world you hover above is vast, incredibly detailed, and full of enemy troopers.

GAMEPLAY Fiddly controls on the command missions, but learn them and you're in for a treat.

LIFESPAN 40 x 40km theatres of operation, with a two-mile ceiling, so all missions last ages.

The best of both ground and air combat, made more special by the inclusion of troop management and thunderous air-strikes.

Overall 81%

And if we've missed anything here's our...

Reviews Round-up

THIEF 85%

If sneaky stealing is your thing, *Thief* is a criminal act at just a fiver. A second sequel is due this year, but the original is fantastic and will run on a lowly PC.

FORMAT: PC BY: SOLD OUT PRICE: £5

COLIN MCRAE 2.0 89%

Top rally game with an in-pack compo to ride with Col. If you like *Sega Rally* and skidding about like Pingu on syrup, there's no better powersliding epic.

FORMAT: PC BY: CODEMASTERS PRICE: £13

GRIND SESSION 88%

While Tony Hawk might have the genre sewn up, purists should take a look at Sony's funk-filled grindathon, with hip hop beats and polished gameplay.

FORMAT: PS BY: SONY PRICE: £20

DRIVER 2 92%

GAMING MASTERPIECE

Driver with walking? The sequel's cityscapes and bendy (woo!) roads might strain PSone's silicon to the max but it's still tremendous fun. Unmissable at 20 quid.

FORMAT: PS BY: INFOGRAMES PRICE: £20

18 WHEELER 70%

Sega fans will enjoy this trucker racer and try to crack all the training missions. Loses the feel of its arcade daddy but you'll enjoy pretending to be like Meatloaf.

FORMAT: PS2 BY: ACCLAIM PRICE: £40

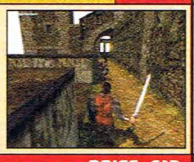
FIFA 2002 85%

Play it and believe you *are* Michael Owen. Crisp graphics, fresh gameplay and a splash of that EA TV-style polish make *FIFA* a premier footy game.

FORMAT: PC BY: EA PRICE: £30

SEVERANCE: BLADE OF DARKNESS 82%

Blood and blades abound in Codies' fun medieval slasher. Not for the faint hearted, with limbs flying about more frequently than balls at Wimbledon.



FORMAT: PC BY: CODEMASTERS PRICE: £13

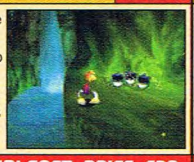
STUNT GP 35%

GBA has better racers than this. Dinky cars, neon tracks and simple stunts are basic. The developers obviously forgot that they were working on PS2.

FORMAT: PS2 BY: VIRGIN PRICE: £40

RAYMAN 2 72%

The limbless floppy one returns in another pastel platformer. Spyro and Crash bully the poor fella, exposing his flaws. There's better PS platforming about.



FORMAT: PS BY: UBI SOFT PRICE: £20

DRIVEN 56%

Stallone game licence based on the film. F1 racing allows you to get in to 'the zone', making the screen go fuzzy as you increase speed. Not exactly *GT3*.

FORMAT: PS2 BY: BAM! PRICE: £40

PORTAL RUNNER 28%

Dire fantasy adventure that handles like a dog, spoiling any inventive gameplay which might have surfaced. One of the worst PS2 games we've seen in ages.

FORMAT: PS2 BY: 3DO PRICE: £40

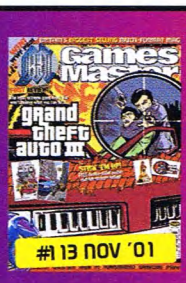
POPSTAR MAKER 45%

While we were fuelled with Pete Waterman expectations for this song and dance maker, the simplistic music creation and stat screens are boring.

FORMAT: PS BY: EIDOS PRICE: £20

PRO EVOLUTION SOCCER	(PS2)	95%
DOOM	(GBA)	92%
SUPER MONKEY BALL	(GC)	91%
LUIGI'S MANSION	(GC)	90%
COMMANDOS 2: MEN OF COURAGE	(PC)	89%
SPYRO: SEASON OF ICE	(GBA)	88%
WAVE RACE: BLUE STORM	(GC)	87%
WWF SMACKDOWN! JBI	(PS2)	85%
TIME CRISIS 2	(PS2)	83%
X-MEN: MUTANT ACADEMY 2	(PS)	81%
GTC: AFRICA	(PS2)	75%

TOP GUN COMBAT ZONES	(PS2)	70%
SILENT SCOPE 2	(PS2)	70%
CRASH: WRATH OF CORTEX	(PS2)	69%
MARIO PARTY 3	(N64)	69%
THE MUMMY RETURNS	(PS2)	69%
90 MINUTES	(DC)	67%
SPIDER-MAN 2: ENTER ELECTRO	(PS)	66%
FIFA 2002	(PS2)	64%
SPLASHDOWN	(PS2)	61%
ARCTIC THUNDER	(PS2)	60%
THRASHER SKATE & DESTROY	(PS)	58%



LEGEND OF ZELDA: ORACLES	(GBC)	98%
GRAND THEFT AUTO 3	(PS2)	91%
DEVIL MAY CRY	(PS2)	89%
BURNOUT	(PS2)	88%
CHAMPIONSHIP MANAGER 01/02	(PC)	88%
SILENT HILL 2	(PS2)	86%
FINAL FIGHT ONE	(GBA)	85%
SPY HUNTER	(PS2)	85%
PROJECT EDEN	(PS2)	84%
F1 2001	(PS2)	83%
TWISTED METAL: BLACK	(PS2)	83%

POKÉMON CRYSTAL	(GBC)	80%
POKÉMON STADIUM 2	(N64)	80%
ALEX FERGUSON'S PLAYER MAN	(PS2)	78%
ALONE IN THE DARK	(PS2)	78%
THE WEAKEST LINK	(PS)	78%
THIS IS FOOTBALL 2002	(PS2)	76%
THE ITALIAN JOB	(PS)	75%
RED FACTION	(PC)	67%
SPIDER-MAN	(PC)	65%
WWF BETRAYAL	(GBC)	47%
FROM DUSK TILL DAWN	(PC)	30%

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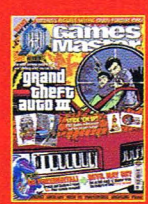

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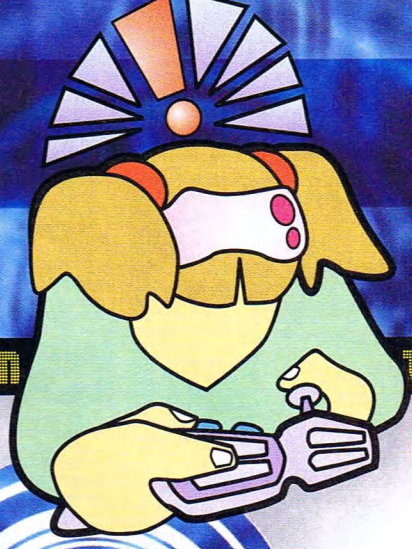
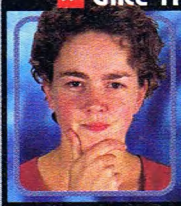
BRING THE TOYZ!

In this **complicated world** it is often the simplest things that bring **a smile to our faces.** Check out our round-up of the **smartest toyz** and games!

TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!... TOYZ IN



GIRL THING



See me itching my chin there? That's 'cos this month I feel a bit beardy. I'm off to play Dungeons and Dragons for a few months. So long!

Nicola Kneale

DELUXE SUPERTRAIN MEGAZORD

Take five smallish trains and join 'em together to make one superfast, supercool loco. These Power Rangers toys are like the ancient Transformers, so at least the toy makers didn't have to go out of business when the fad passed. If you get more than one set, you can fit them together for even cooler creations.

From: Bandai
Contact: 01489 790 944
Price: £49.99

TRIGGER HAPPY INFLATABLE PHONE

"I can't talk now, I'm just blowing up a giant inflatable mobile phone." Ape all your favourite moments from the practical joking TV series – we dare you to do it in a library – and make up some of your own. Very jolly, if useless.

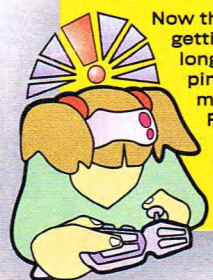
From: Vivid Imaginations
Contact: 01702 200 660
Price: £9.99

GUNDAM WING ACTION KITS

Gundam are massive in Japan, having appeared in eight movies and seven TV series. Millions of Jap mech fans are holed up in their bedrooms every night making models of these mighty warriors. They're like sophisticated versions of Kinder Egg toys. But with missiles.

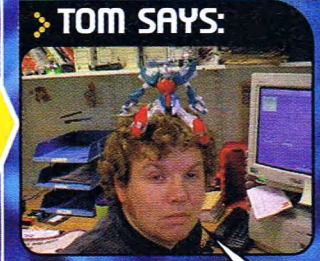
From: Bandai
Contact: 01489 790 944
Price: from £7.99

TOY DIVISION!



Now that we've spent all our dosh on getting festive and merry, we've many long nights of staying in, penny pinching ahead of us. From the modelling kits to the Lord of the Rings figures, there's loads here to keep us occupied now that the party season is over, so what do we want to stay in with over the next couple of months?

TOM SAYS:

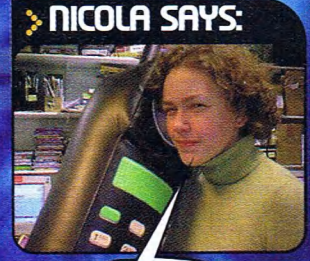


As I'm staying in the warm, Gundam can nest in my bonce.

CHRIS SAYS:

Saruman, say you'll be the lord of my ring!

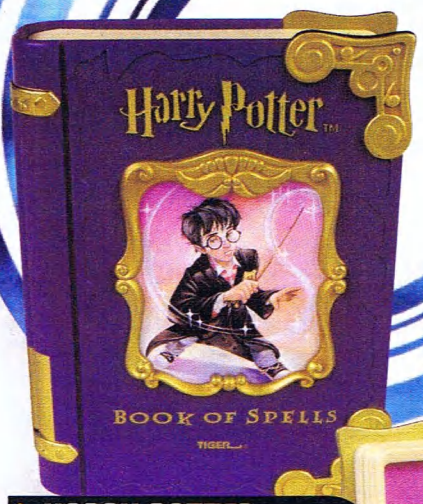
NICOLA SAYS:



Mmm, this inflatable pillow's comfy. What's that noise though?

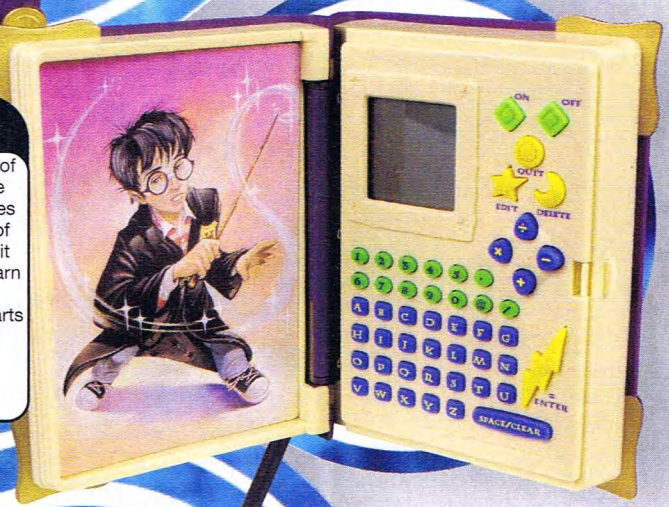
SUPER TV BOY 3

"It's just a joypad", you cry. Wrong! This gadget plugs into your TV and is equipped with 126 Atari VCS games. It'll be a lesson in old-skool gaming, and some of the games featured are vintage. It won't compare to a GC, Xbox or PS2 but, for the price, you get a lotta gaming.
From: Firebox (www.firebox.com)
Contact: 0870 241 4289
Price: £29.95



HARRY POTTER BOOK OF SPELLS

Designed to look like ye olde big book of magic spells, this little volume is a mine of information on Potter's people, places and sports. It can also become a hive of information about you, as you can use it as a personal organiser and planner. Earn house points for Gryffindor along with Harry, Hermione and your other Hogwarts pals. Wizard-ho!
From: Tiger Toys
Contact: 01423 501 151
Price: £24.99



CYBIKO

Calling young yuppies! No need to carry your mobile, lap top, filofax and palm pilot separately – Cybiko combines the lot. You can text another Cybiko owner for free if they are within 100 yards – almost close enough to talk anyway. As if that was the point of texting though!
From: Cybiko
Contact: www.cybiko.com
Price: £99.99

SARUMAN

Magic and mythology linger long this month. Maybe the most mystic toy of all is Lord of the Rings' Saruman, complete with magical palantir (er, that's a floating ball). He wears a beautiful leather-effect beige coat with grey stitching to match his facial frill. Beards will love it.
From: Vivid Imaginations
Contact: 01702 200 660
Price: £8.49

NERO 5 BURNING ROM & NERO MIX BURN2BURN

From: Ahead Software
Contact: www.nero.com
Price: $69.00
Loads of people have CD burners at home these days, so you can log onto the net, download that 5ive song you've always secretly hankered after, and put it on your Songs You Wouldn't Admit to Liking CD. The Burn2Burn version even comes with leads so that you can hook your record player up to your PC and download your crusty old vinyl tracks onto it, making them digital. Cool, it'll prevent your classics from getting knackered. The Version 5 also lets you put video files on there, so you could make a pop promo CD if you like! Both also have CD label and cover design capabilities, and let you control fade outs and gaps. So, enterprising peeps, get burning and get yourself a stall dahn the mahrket on Sat'dee arfternoon. "CDs, all your favourites, £5.99." Go on, Del Boy.

▼ Make your own audio and video CDs with this software. You're so clever.

▲ Vinyl junkies, no more scratching your prize possessions. Make 'em digital.

FINAL FANTASY: THE SPIRITS WITHIN

From: Columbia TriStar
Cert: PG
Price: £24.99

It's one of the most popular game series ever, and the CGI technology used to make the film was incredibly photo-realistic. Sadly though, the plot was dull and unengaging, and the character's movements and voice acting often failed to match the quality of their rendering. Good job that the DVD goes some way to redeeming this fact then, as it's positively bursting with juicy extras. Unsurprisingly, much is made of the technology used in the film, and there's a documentary on how the film's effects were done. But our favourite feature is the Boards/Blasts programme, which is the entire film presented as a storyboard. And there's a Shuffler mode, which lets you edit scenes.

► Good graphics and a popular name do not make a good film. Punters still need a great story.

◄ Cool extras on the DVD discs make up for the poor plot and voice acting. Probably still one only for diehard fans of the *FF* series, though.

RICHARD SAYS:

Agh, curses. I wanted to learn to *spell*, not learn spells.

ALI SAYS:

My mum always warned me to stay away from Rangers!

HARD WAR

If you want to immerse yourself in a gaming experience, drop your joypad. Going biking? You'll need a set of handlebars then. Driving? Get yerself a steering wheel. Shooting? Guns ahoy!

PERIPHERALS ON TRAIL..PERIPHERALS ON TRAIL..PERIPHERALS ON TRAIL.. PERIPHERALS ON TR

HEAD TO HEAD

SUPER BIKE RACER

We don't like the stick-on dial in the middle, as it looks like something you'd find on a Barbie car, but we do like the way that START and SELECT masquerade as the bike's nuts and bolts. Dapper! It feels pretty sturdy and attaches easily to a table/desk, but the ⊗, Ⓐ, ⊙, ▣ and D-pad functions are a bit cumbersome to reach. Good job you're driving then.

From: Pro Play
Contact: www.proplay.com
Price: £39.99

80%

FREESTYLER BIKE

This looks a bit more stylish than the Super Bike, and the button functions are far more accessible for our cute fingers. What's really cool is that you get a covincing leaning action rather than just turning the bars, making for a more realistic experience. But you do have to sort of sit on its base to keep it steady, which feels a bit weird.

From: Thrustmaster
Contact: 020 8665 1881
Price: £59.99

75%

VERDICT:

Neither bring the realism to bike games as steering wheels do to car games – they feel a bit plasticky – but you can play both with jet ski and motocross games, too. But they're crap for stunt games. The Freestyler Bike looks and feels nicer but, as they're both essentially novelty add-ons, it's pretty expensive, so... Pro Play gets it!

TOUCH FORCE OPTICAL MOUSE

A smart mouse, this one. It uses optical technology, so there'll be no dust clogging up your ball, but its prize feature is the fact that it has Immersion feedback, so will shake when you're shot and tell you how well you're playing. A bit on the pricey side, though.

From: Saitek
Contact: 01454 451 900
Price: £39.99

75%

G-CON 2 LIGHTGUN

It's the official gun, which you'll need to play the ace *Time Crisis 2* (buy them bundled for about £45). And being official, it works extremely well – it's as accuarate as you could wish for and has a lovely lightweight balanced feel to it.

From: Namco
Contact: 0207 533 1400
Price: £18.99

90%

ACTION REPLAY GBA

There's been an Action Replay cheat cart for just about every console that's ever been released, and now it's GBA's turn. What do you need to know? The cart is already loaded with stacks of cheats for tons of games, and it lets you add cheats for new games and old. It's also got a PC link so that you can download cheats straight from the net.

From: Code Junkies
Contact: 0845 601 0015
Price: £29.99

85%

EYE-TREK FMD-700

This is a serious bit of kit that's probably out of the price range of most of us peasants, but it's cool. As you look through those glasses, it's supposed to simulate a 52" screen from six foot away. Shame the resolution's a bit crappy so you can't read text, and they don't fit your eyes very well, but it works with DVD, etc. So, 10/10 for innovation, but...

From: Olympus
Contact: www.olympus.com
Price: £999.99

61%

V2 AR2 PLAYSTATION 2 CHEAT DISC

It's Code Junkies' second appearance on this page this issue, and it's their second PS2 cheat disc. As you'd expect, it's stacked to the brim with cheats as it is, but it also comes with a cartridge that you can download even more cheats onto, and it enables your DVD drive to play multi-region discs. Coolio.

From: Code Junkies
Contact: 0845 601 0015
Price: £29.99

85%

GECKO GRIPS

These super sticky, padded patches are meant to be stuck on your controllers to prevent thumb slippage during those tense, sweaty moments. And they do make for a better grip. Imagine them after a couple of months though, ingrained with sweat and covered in dead skin (yeuch). Something for the hardcore only.

From: Gecko Grip
Contact: www.geckogrip.net
Price: £2.00 + p&p.

58%

ADVANCE PROTECTOR CASE

This is quite a neat little pack, which would comfortably fit into your hand – kind of like a big purse. Problem is, it's pretty damn ugly. It's got that horrible vinyl feel which I just don't like, and inside the case is a transparent, thin piece of plastic to protect your machine – it just doesn't reflect GBA's style. Cheap 'n' cheerful rather than utter crud.

From: Joytech
Contact: 01753 496 700
Price: £9.99

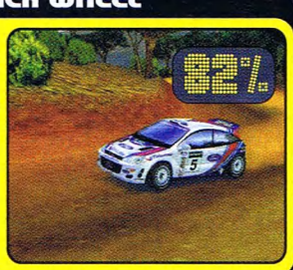
65%

ON TEST

R440 FORCE FEEDBACK WHEEL

A nice, neat little wheel that uses Immersion feedback technology (that means it has 15 levels of feedback, rather than just one general vibration) and special lights, though you don't notice them as you're tearing round the tracks on *Colin McRae 2.0*. Tidy, responsive and sturdy, we're happy.

From: Saitek
Contact: 01454 451 900
Price: £89.99



82%

WIN!

Note: The PC pictured here may differ from the actual prize.

OVER £2000 WORTH OF PRIZES!

We may be mere muggles, but we can still manage to find some magic prizes for you.

Thanks to those kind folk at Electronic Arts, we've got some top *Harry Potter* stuff to give away. And if your name is the first out of the Sorting Hat (okay then, the big brown cardboard box that is home to all our entries) you could win a PC, a PSone, a Game Boy Advance, a Game Boy Color and a copy of *Harry Potter and The Philosopher's Stone* for every format. Wizzo.

There is only one winner for this fantastic main prize, but you can still get lucky this month. Have a crack at winning one of the mini compos at the bottom of the page and you could get a brand new game through the post. Now that's magic.

You don't even have to answer a tricky question to win the main prize! To be in with a chance, all you have to do is stick your name and address on the back of a postcard or stuck down envelope, or fill in the form on the right and get it to us via owl post by 1 January. Or you can just stick it in the post box if you want. It might be easier. Good luck everyone!

No purchase necessary. If you haven't bought the magazine, simply send a postcard with your name and address to: Huge Harry Potter Giveaway, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

EA GAMES

GRADIUS ADVANCE

Which other format was *Gradius* released on in 2001?

A) PS2
B) PSone
C) N64

WIN!

5 COPIES TO BE WON

JAK AND DAXTER

What kind of creature is Daxter?

A) Monkey
B) Dog
C) Meerkat

WIN!

5 COPIES TO BE WON

RESIDENT EVIL GAIDEN

Who is the main villain in *Resident Evil 3*?

A) Nemesis
B) Jill Valentine
C) Veronica

WIN!

5 COPIES TO BE WON

HUGE HARRY POTTER GIVEAWAY!

PC, PSONE, GBA, GBC PLUS FOUR PHILOSOPHER'S STONE GAMES TO BE ONE!

PlayStation PC GAME BOY ADVANCE GAME BOY COLOR

ENTRY FORM:

Tick the boxes next to the correct answers and send the coupon to us by 1 January. Or copy everything down on a postcard. Sorted! ... Fill it in!

Name _____
Age _____
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HUGE HARRY POTTER GIVEAWAY – Tick here to enter! ☐

GBA – Which other format was *Gradius* released on in 2001?
a) PS2 ☐
b) PSone ☐
c) N64 ☐

PS2 – What kind of creature is Daxter?
a) Monkey ☐
b) Dog ☐
c) Meerkat ☐

GBA – Who is the main villain in *Resident Evil 3*?
a) Nemesis ☐
b) Jill Valentine ☐
c) Veronica ☐

PC – Which of the following is a Tom Clancy Game?
a) *Red Faction* ☐
b) *Rainbow Six* ☐
c) *Rainbow Islands* ☐

DC – Who is the heroine in *Headhunter*?
a) Angela Rippon ☐
b) Angela Stern ☐
c) Angela Angry ☐

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies. ☐

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GamesMaster, Future Publishing,
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Compo Rules:
Employees of Future Publishing and their families are not permitted to enter this competition. Bog off, mum!
There is no cash alternative to the prizes.
All the winners will be notified in writing within 28 days of the closing date.
The judge's decision is final, and absolutely no correspondence will be entered into. The closing date for entries is 1 January.

ISSUE 113 WINNERS!

WWF PS2 Jon Barlow, Ramsgate
Signed copy of WWF SmackDown! 2
James Sweeney, Leamington Spa. Steffan Findlay, Wishaw. Richard Charlesworth, Surrey. Daniel Mayes, Burnt Wood.
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Final Fight One Andrew Omolo, Kenya. James Bacon, Notts. Stuart Hanraads, Suffolk. Nick Ryan Newstead, Surrey. Lee Fisher, Somerset.
Twisted Metal: Black Matt Blacham, Wales. Matthew Challis, Cumbria. Ben Wilson, Lincoln. Tom Baker, Chester. Matt Orchard, Poole.
The Italian Job Claire Price, Merthyr Tydfil. Angela Bowyer, Kidderminster. Paul Hanson, Halifax. Stephen Ricci Young, London. Dave Eaton, Keighley. Adam Longfield, Leicester. Adam Ball, Solihull. Ricky May, Northamptonshire.
Championship Manager '00/'01 Ben Charlton, Lincs. David Macelonold, Inverness. James Copper, Leicester. Amar Choomer, West Brom. James Barnes, Birmingham.
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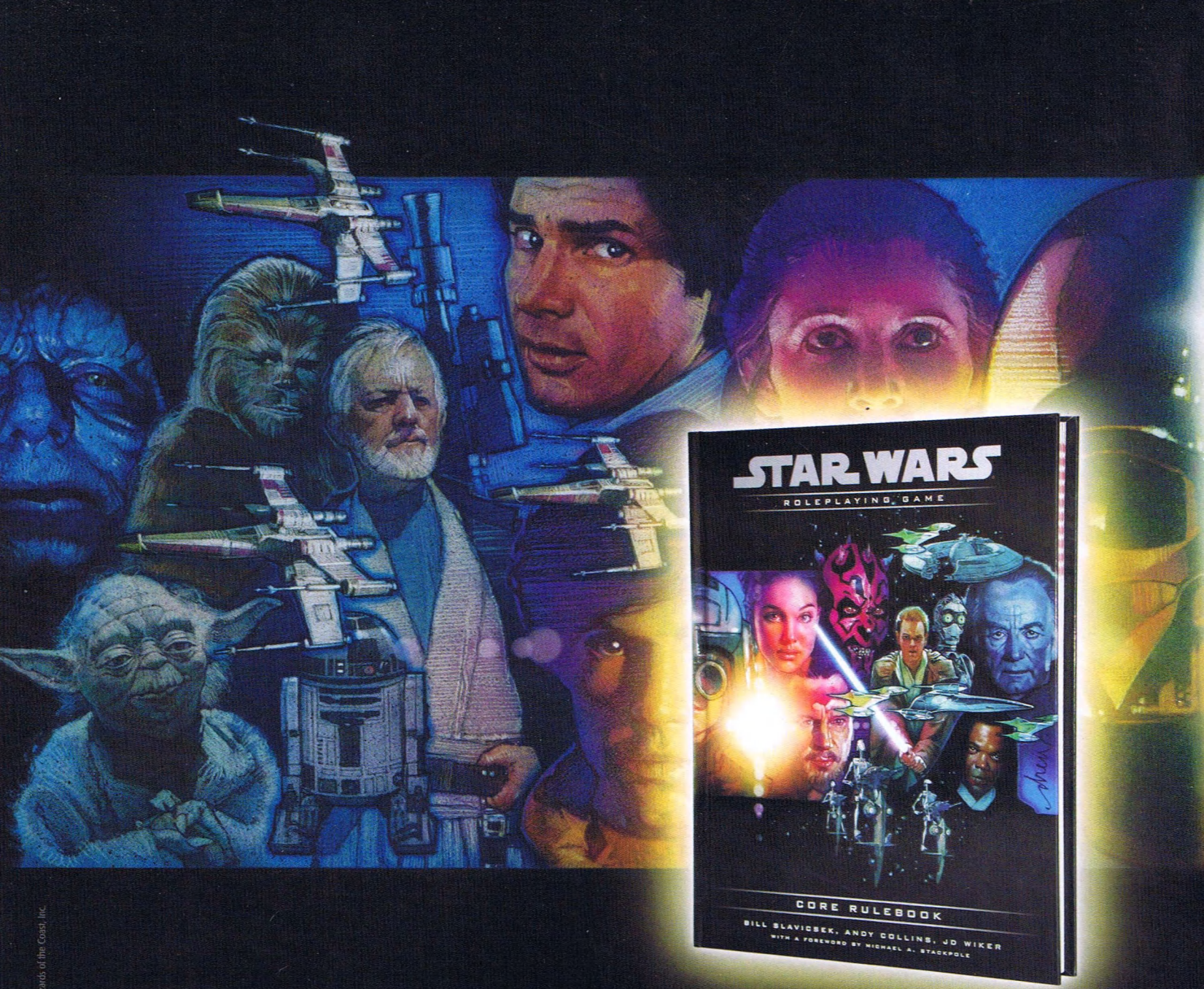

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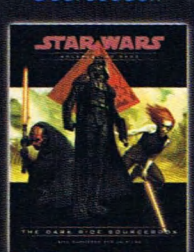

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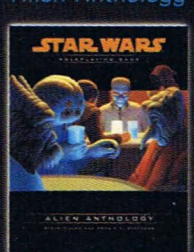

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